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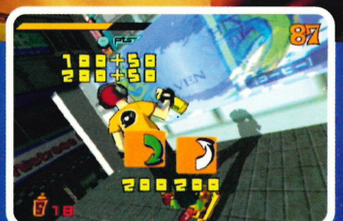

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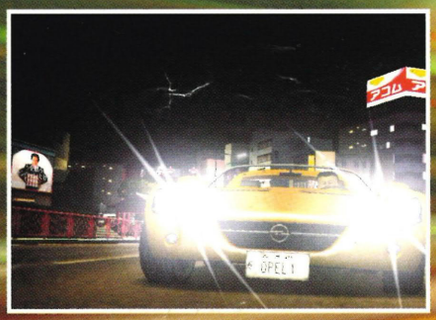
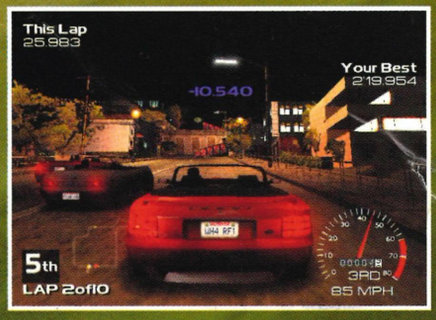
IT'S HOW YOU





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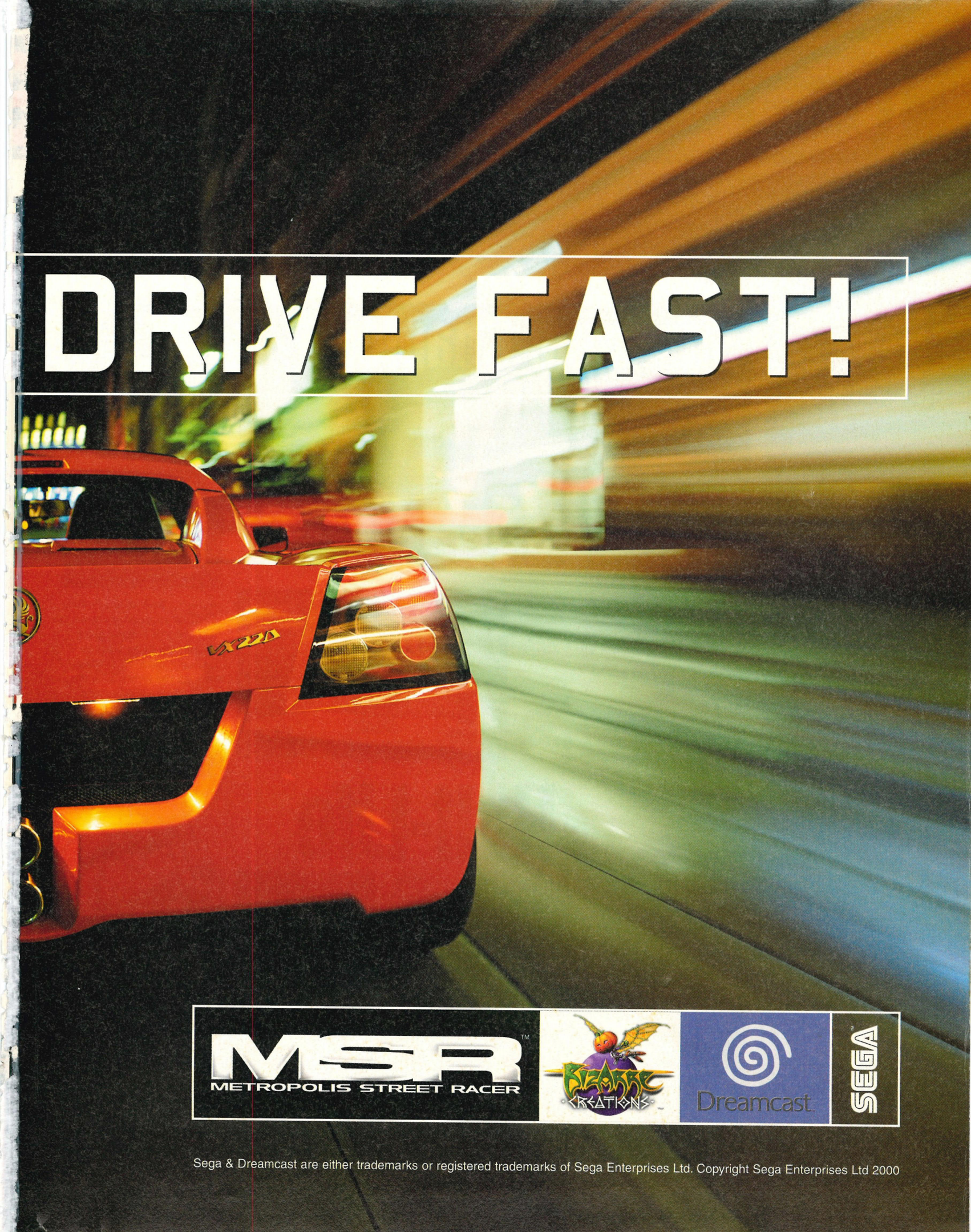

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issue 08

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Q&A

102 >If you've got a burning Dreamcast-related question you want to ask then this is the place to do it! Our experts have the knowledge at their fingertips. All you have to do is ask!

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104 >Save money with a subscription to the best Dreamcast tips magazine in the universe, and grab a top game at the same time!

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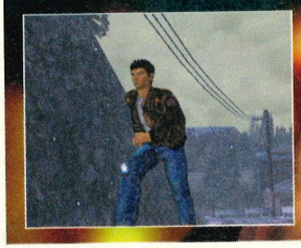
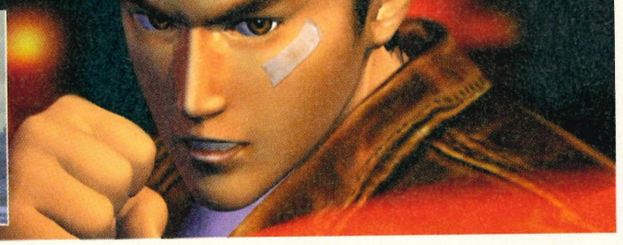
106 >Every cheat we've ever uncovered in one handy A-Z database. Perfect for quickly finding an invincibility mode or the password to that tricky level.

Shenmue Chapter 1

10 >This revolutionary RPG offers you the freedom to roam and interact in a virtual world. With so many possibilities, we set you on the right track to success with the first part of the ultimate walk-through solution.





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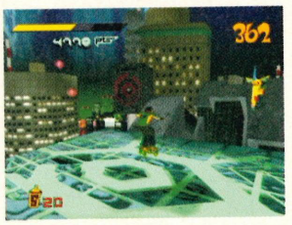

32 >Tune in to this fully mapped guide to the best console skating game around. We bring you the complete guide to skating through the levels, plus the locations of all 90 tokens.

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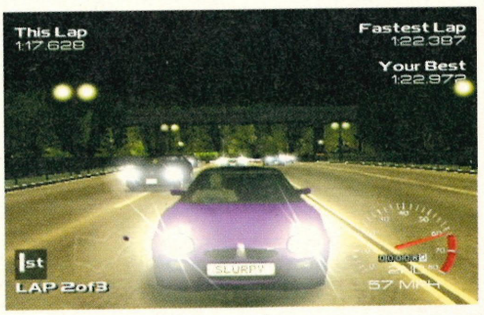
50 >The ultimate realistic driving game has arrived, but it'll sure test your steering skills. Better read this expert guide before you spin off the road.



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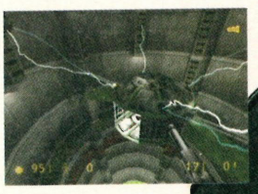
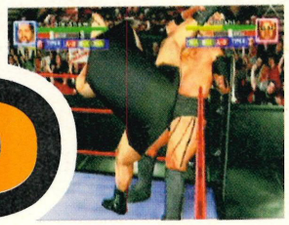
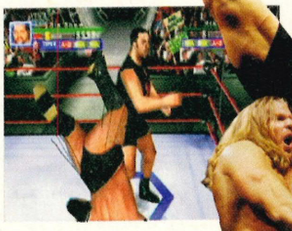
56 >The first half of the complete walk-through solution tells you exactly what to do to stay alive. Don't miss next issue's conclusion, complete with Blue Shift missions.

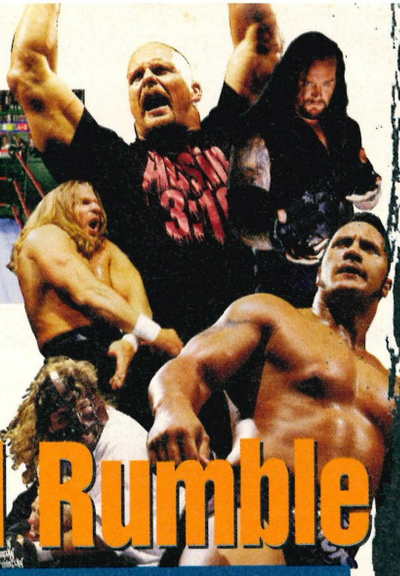


AT A GLANCE red hot GUIDES

>All the best Dreamcast players' guides and walk-throughs can be found in DREAMCAST SOLUTIONS.



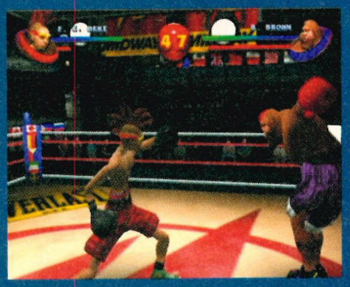




72 Avoid being thrown out of the ring with this complete moves guide. We also reveal how to unlock the secret wrestlers, Vince and Shane McMahon.

WWF Royal Rumble

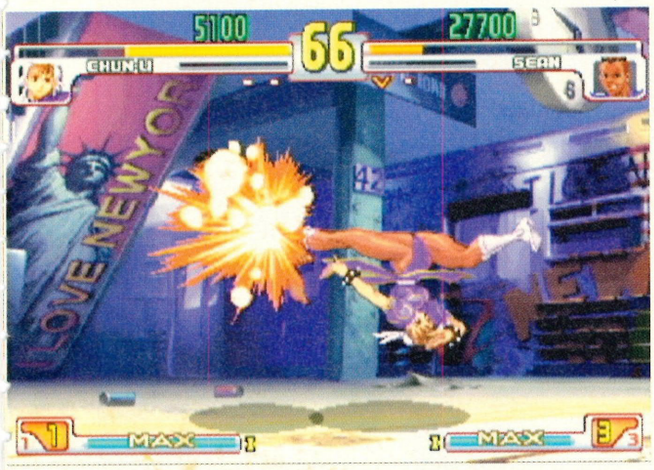
Ready 2 Rumble Boxing: Round 2



82 Step into the DREAMCAST SOLUTIONS training gym for a boxing masterclass, including all the special moves and a whole ring full of secrets.

Street Fighter 3: 3rd Strike

94 Fight your way to glory with the definitive, hard-hitting moves guide. There's also a guide to Arcade mode and all the secrets revealed.



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cheat news network

The completely unmissable DREAMCAST SOLUTIONS cheats guide is back again, helping you through those sticky spots that get in the way of all the fun!...

Power Stone 2

> Tired of bringing everyone to their knees with the same characters? Try these cheats to unlock some more and continue the fast-paced, furniture-throwing action.

Unlock Extra Options

Every time Arcade mode is completed with a different character, a new option will be unlocked on the Extra Options menu.

Play As Pride And Mel

To access Falcon's father or the girl from the Item shop, you need to successfully complete Arcade mode with every one of the 12 starting characters. They'll then appear at the top of the Character Select screen.

Unlock Extra Arenas

Complete Basic mode with all of the characters (including Mel and Pride) to unlock three new arenas exclusive to Original mode. To access them, move the pointer at the Arena Selection screen right or left from the middle row. A large box with the 'Extra Arena' message will appear, showing you've done it correctly.

100,000 Credits For Shop Mode

If you manage to pick up item 103 (which looks something like a red turban) you can sell it for 100,000 credits in the Item shop. This item will appear randomly, so don't hold your breath for it!

Space Channel 5

> Have you bent and stretched Ulala in every way possible? Think you've mastered her? Try these cheats to keep on boogying into the night.

Extra Game

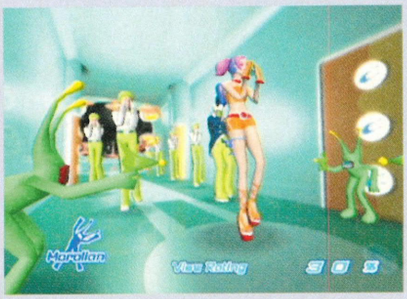
To gain access to a harder version of the game (with some new locations during some of the levels) simply complete the game once, save it and then start a new game from your saved location.

Ulala On Fire

To see a hotter-than-ever Ulala, get a rank of 95% or above.

Meet Michael Jackson

A character called Space Michael will appear as a captive human on the last level of the game. If you manage to rescue him from the aliens, he'll join your group for a short period of time and make everyone dance just like him!



ESPN International Track And Field

> So you wanna be the king of the track? Well, we might not be able to do that for you, but check out these cheats and things will look a whole brighter

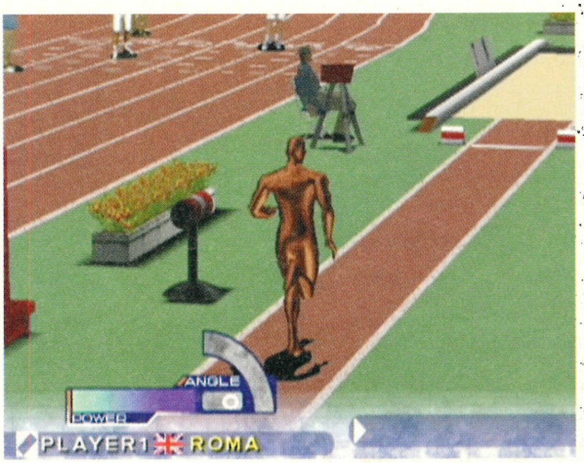
Extra Events

To access the triple jump, high jump, pole vault and trap shooting events in Championship mode enter 'Montreal' as a name.

Play As Metallic Characters

If you want to play as a funky metallic character enter these names when in Trial mode.

Cheat	Code
Gold Metallic Player	Montreal
Silver Metallic Player	Sydney
Bronze Metallic Player	Helsinki
Brown Metallic Player	Roma
White Metallic Player	Moscow
Blue Metallic Player	LA
Light Blue Metallic Player	Munich
Green Metallic Player	Mexico
Red Metallic Player	Tokyo
Silver/Grey Metallic Player	Athens
Orange Metallic Player	Atlanta
Purple Metallic Player	Seoul



AeroWings2: Airstrike

> Take to the skies of *AeroWings2* – complete the missions and these are the planes that you'll gain access to.

Bonus Aeroplanes

Successfully complete the indicated mission to unlock the corresponding aircraft

Mission	Aircraft
Fighter Pilot 5	T-4
Fighter Pilot 13	T-2
Fighter Pilot 20	Silver F-4EJ
Fighter Pilot 26	F-15DJ
Fighter Pilot 30	F-15J
Tactical Challenge 5	F-104J
Tactical Challenge 6	F-4J
Tactical Challenge 7	F-1
Tactical Challenge 8	Gray F-4EJ

F355 Challenge

> Can't manage to finish those damn courses in first place to open the bonus ones? Then fear not – just enter these cheats and all the hard work will be done for you.

Go to the Options menu, hold X+Y down and choose the 'Passwords' option. Then just type in these codes:

Code	Track
CinqueValvole	Pista Di Fiorana
LiebeFrauMilch	Nürburgring
Stars&Stripes	Laguna-Seca Raceway
KualaLumpur	Sepang Circuit
DaysofThunder	Atlanta

continued >

cheat news network

continued>

San Francisco Rush 2049

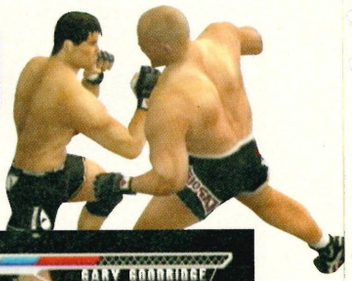
> Need something more from the world of *San Francisco Rush*? Then why not try going for some of the secrets hidden away inside the game! Here's how to go about it...

Unlock Secret Goodies

To unlock each of the secret cars, tracks and other goodies in the game, simply achieve the corresponding goal on this chart.

Secret	
Intermediate circuit	Finish 1st, 2nd or 3rd on the Beginner circuit
Mission Track	Same as Extreme circuit
Extreme circuit	Finish 1st, 2nd or 3rd on the Intermediate circuit
Presidio Track	Same as Extreme circuit
Advanced circuit	Finish 1st, 2nd or 3rd on the Extreme circuit
Gauntlet Track	Same as Advanced circuit
Venom Car	Collect all Silver Coins in Race mode
Crusher Car	Collect 16 Gold Coins in Race mode
Euro LX Car	Collect 24 Gold Coins in Race mode
Mini XS Car	Collect 24 Gold Coins in Race mode
GX-2 Car	Collect half of the Gold Coins in Race mode
Disco Track	Get 100, 000 points in Stunt mode
Oasis Track	Get 250, 000 points in Stunt mode
Warehouse Track	Get 500, 000 points in Stunt mode
Obstacle Course	Get 1, 000, 000 points in Stunt mode
Downtown Battle Arena	Get 100 kills in Battle mode
Plaza Battle Arena	Get 250 kills in Battle mode
Roadkill Battle Arena	Get 500 kills in Battle mode
Battle Arena 8	Get 1000 kills in Battle mode

Ultimate Fighting Championship



> More secrets and extra goodies than you can shake a special muscley stick at! Check out these cheats...

Create A Super Fighter

when in Career mode, simply enter your fighter's first name as 'Best' and his last name as 'Buy' (both case-sensitive) to receive an automatic 999 Skill Points for you to spend on him.

Unlock Bruce Buffer

Complete UFC mode with a fighter that you created yourself to unlock Bruce Buffer's body type, fighting style, voice type and nickname in Career mode.

Unlock Card Girl

Complete UFC mode with all 22 fighters to unlock Card Girl's body type, fighting style, voice type and nickname in Career mode.

Unlock 'Big' John McCarthey

Complete Champions Road with a fighter that you created yourself to unlock John McCarthey's body type, fighting style, voice type and nickname in Career mode.

Unlock Ultiman

Complete Champions Road with any fighter on hard difficulty to unlock Ultiman's body type, fighting style, voice type and nickname in Career mode.

Ultiman's Fighting Style And 'The Suitcase'

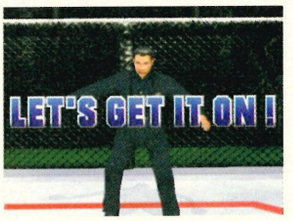
To unlock Ultiman's fighting style and a new location called 'The Suitcase', simply complete Champions Road with ALL 22 fighters in the game. Not exactly easy, is it?

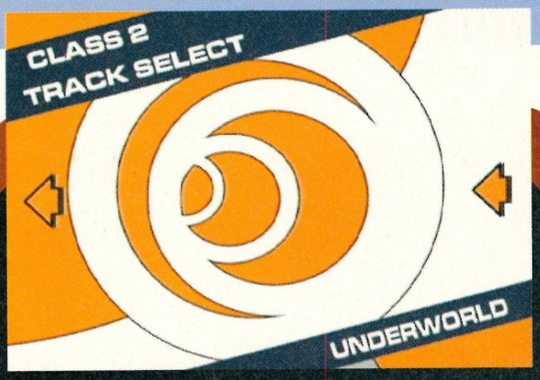
More Fighting Styles In Career

Every time you complete UFC mode with a different fighter, you'll unlock their fighting style and body type for use in Career mode.

Alternate Referees

To change the referee for your fight from John McCarthey to Bruce Buffer, just hold down L and R together at the Vs screen (when pictures of both fighters for the matchup appear).





Mag Force Racing

High-speed racing takes a twist and turn with Crave's futuristic racer, but can you take the pace? If not then try these cheats to help you along.

All Tracks And Tripods

Highlight the 'Tripod Select' option at the main menu and then, hold X + Y and press ⇧, ⇦, ⇩, ⇨ x2, ⇧, ⇩, ⇨.

Cheat Codes

Finish high enough in a race to enter your name on the leader board, then enter any of these codes as your name to activate the cheat.

Cheat	Code
Make All Power-ups Triple Missiles	MISSI
Make All Power-ups Turbo Rams	TURBO
Turbo Ram Auto-Pilot	AUTOM
Invisible Tripods	GHOST
CPU Controlled Bonus Tripods	HUND
Alternate Sound Effects	RETRO
Debug Mode	JOHNM

Virtua Striker 2: Version 2000.1

Want your team to look a little bit funkier? Wanna play with the original Sega Team? Then try these special codes...

Play As MVP Yuki Chan Team

To play as the MVP Yuki Chan team highlight Yugoslavia at the Team Selection screen in Arcade mode and then press 'Start'. Then highlight USA and press 'Start' and do the same for both Korea and Italy. The new team should appear above Japan.

Change Uniforms

To change the uniforms of the players highlight a team and then hold down X+Y and press A.

Play As FC Sega Team

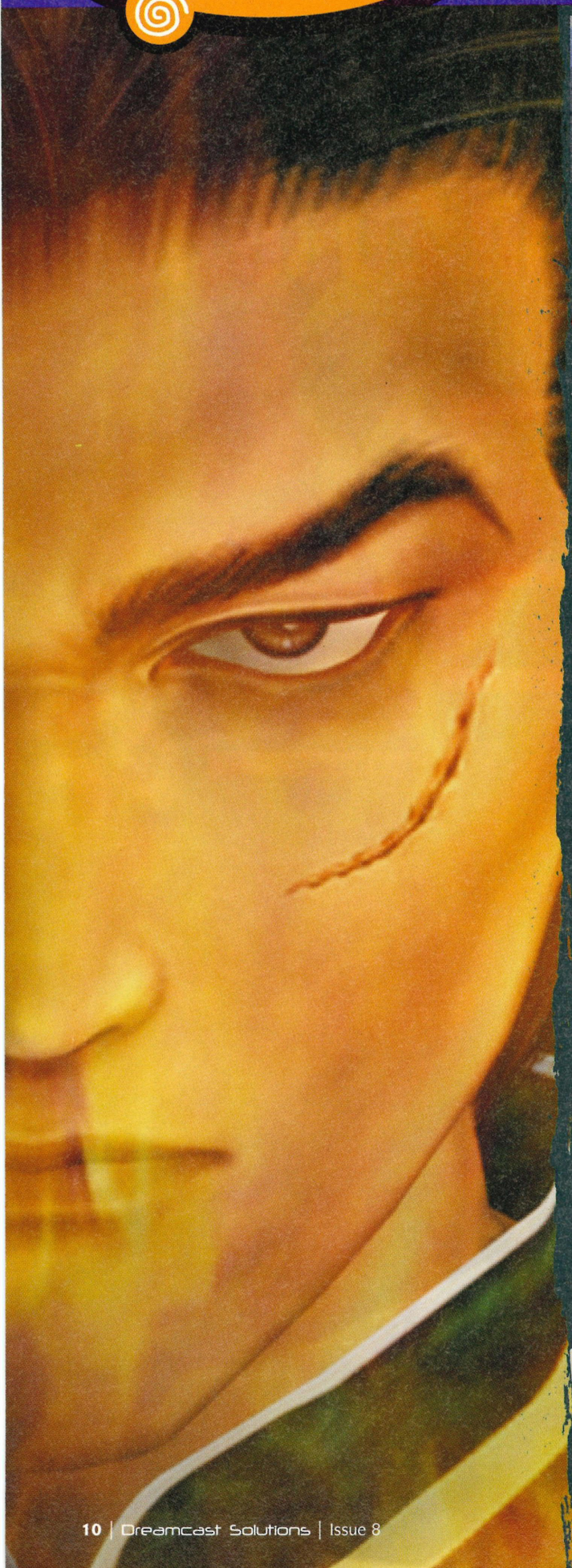
To play as the FC Sega team highlight France at the Team Selection screen in Arcade mode and then press 'Start'. Then highlight Chile and press 'Start' and do the same for South Africa, England, Germany and Argentina in that order. If this is done correctly the FC Sega team will appear in the corner of the screen.

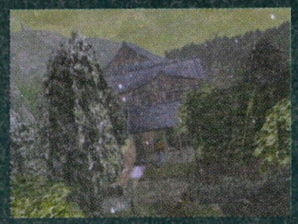
Play As MVP Royal Genki Team

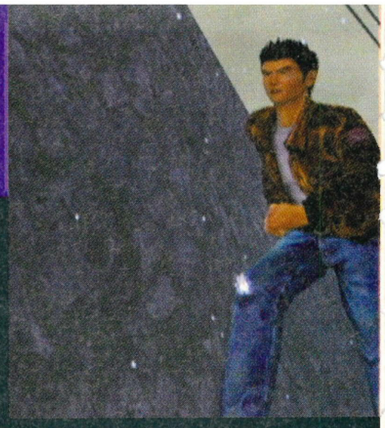
To play as the MVP Genki team enable the code used to play as the MVP Yuki Chan team. Then highlight the MVP Yuki Chan team, hold 'Start' and press A. If done correctly the word 'Rainbow' should be spoken.

Access Bonus Teams

To access bonus teams complete the Ranking mode with a high grade to unlock the team that was defeated in the finals.







Shenmue C

The most anticipated game ever finally arrives! You've guessed it, it's huge – so huge, in fact, that we've only got room to print the guide for Disc 1. Check out our next issue for the final part.

Hi. My name is Ryo Hazuki. I live in a small village called Yamanose, in Japan. Everything was going just fine – yeah, I'd get into some pretty heavy scraps in town, but I could hold my own. My family name is recognised far and wide, and it is well respected, but now my father is dead! I guess I had better try to explain...

It was a cold evening in late November. I had just been to see Nozomi in Sakuragaoka, and was jogging up the hill towards my house – I always jog. It's part of my training and I certainly can't let Fuk-san show me up. The snow began to get heavier; I would only just get home in time.

As I turned the corner, I noticed that the sign outside our house had been snapped in two and that there was a blacked-out car in the driveway. I remember feeling slightly concerned, but whatever it was, I knew that father could take care of it. The thing that really got me on edge was the eerie silence. I've never heard anything quite so distressing since then. As I opened the gate, I gasped in horror – Ine-san was lying on the floor, motionless! Her body was limp when I picked her up but she was OK. Who could've done this!?

Ine-san couldn't talk much, but she pointed to the Dojo at the back of the house. As I approached the Dojo, there was a deafening sound of splintering wood as Fuk-san came flying out of the doorway. I rushed over to his side, but he had passed out. How dare someone come into my family's home and do this! All of a sudden, the clouds drew in and thunder began to rumble in the distance. There was something evil at work within the confines of my home. Climbing the steps to the Dojo, a sense of fear filled me like never before. I had no idea what was awaiting me in the darkened room, but I was ready.

It took my eyes a couple of seconds to adjust to the light. In that time, the door slammed behind me. I spun round to see what was going on – two large men in shades and suits now blocked the doors. My father's voice came from behind me, reassuring, knowing, strong. He was talking to a tall man whose clothes were embroidered with brightly coloured water-dragons. His hair was plaited and reached down to the

essential information >
Dreamcast Solutions

Shenmue

Publisher	Sega
Developer	CRI
Origin	Japan
Price	£39.99
Genre	RPG
Released	December

one player

vibration pack

arcade stick

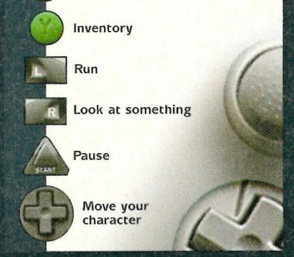
visual memory

VM information

Save position	Y
Logo during play	Y
Mini-game	Y

CONTROLS

Walking into walls hurts a lot, so be sure to know what the buttons are...



hapter 1: Yokosuka

small of his back. He was asking my father about a mirror. Surely all this trouble hadn't been caused by something as insignificant as a mirror? As he walked around the room, I started to make out his face. An ugly scar stretched across his left cheek and his eyes burned like fire. Never had I seen such evil in one person's eyes! My father just kept on watching him.

All of a sudden, as if some unspoken command had been given, my father began to fight. For about 10 seconds the pair of them took part in what was almost a display of perfect fighting. No blows were exchanged, as all the moves were dodged. As suddenly as it had started, it stopped. A deadly silence filled the room, and as the two masters watched each other, a sense of awe filled me. I had never seen my father fighting this seriously before – he had never found a worthy opponent. I felt like an incompetent child.

Again the pair began to fight. The moves flowed out faster and faster – moves that I had never seen before were being released as an art form. Then, it happened. The evil master managed to connect a roundhouse kick, and from that point on the combination of jabs and roundhouses pounded into my father until he was sent flailing to the ground. There he stayed. It took me a second to grasp what had happened – then, the rage of a thousand dragons launched into my veins! I ran at the source of my pain and screamed...then nothing. No pain, no fear, no feeling, nothing.

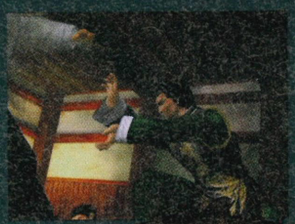
I came round, to the sound of my father's voice. I must have only been out for a couple of seconds but it seemed like ages. Then, an icy claw clamped itself around my neck and began to squeeze tighter and tighter. Effortlessly, it picked me up and held me in the air. There I stayed for what seemed like an eternity, the life draining out of my body with every passing second. The only thing that I remember after that was watching my father's body go limp as I held him in my arms.

Four days have passed since then. I don't think that the anger I feel will ever subside – at least not until I have avenged my father's death. I have waited and thought hard for four days to prevent myself from causing others harm. For a minute there, I lost myself.

Such power from one blow. So calm, yet so deadly. I respect you, but I will kill you!

Enough. It's time for me to begin the search for my father's killer. I must remember one thing. The last thing that my father told me was to keep my friends, and those that I love, close to me. As long as I remember these people, and keep them close, I'll be OK.

Ryo Hazuki,
Last of the Hazuki family.



essential information

Dreamcast magazine says

"The world around you is so solid and believable!"

continued

walkthrough

SHENMU

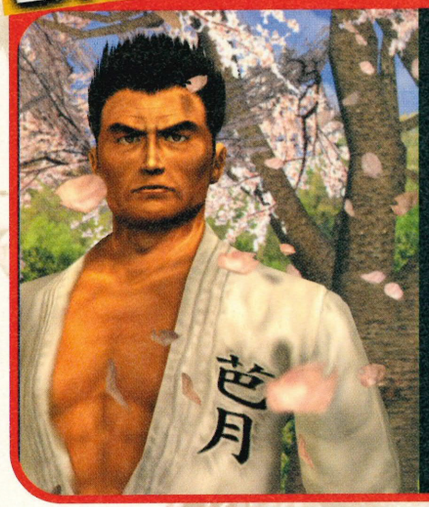
continued>

芭月 涼

Name: Ryo Hazuki
AKA: Ryo
Significance: The main character in Shenmue

Ryo has been taught the Hazuki arts since he was very young. His father, Iwao Hazuki, was a very strict teacher, hence Ryo is a very competent fighter. Despite the strict regime of training, Ryo loves his father very much, and has made it his mission to seek out and destroy Cang Long. As if Ryo wasn't quick to fight already, he now wanders the streets like a man possessed. Anyone stupid enough to stand in his way will feel the full blow of his Tiger Knuckle!

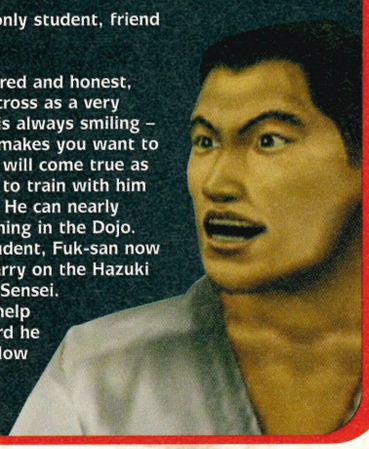
芭月 巌



Name: Iwao Hazuki
AKA: Iwao Hazuki
Significance: Ryo's father and mentor

Iwao was an expert in the family martial arts. He had honed his skills to such perfection that he started his own school so he could pass on his knowledge. Aside from Ryo, Fuk-san was his only outside student. He is well respected in the community and his martial-arts school is highly acclaimed. Iwao travelled to China as a youth, making friends – and enemies! The mystery to his death is bound to be tied up with what happened in China. Iwao was the keeper of a strange mirror. There is a very strong significance to this mirror, as in the end, it was Cang Long's desire to get hold of it that caused Iwao's death.

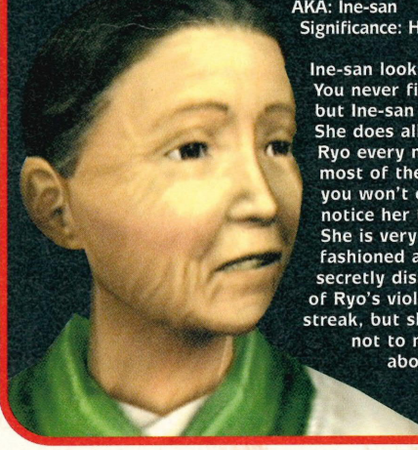
福原 正幸



Name: Masayuki Fukuhara
AKA: Fuk-san
Significance: Iwao's only student, friend to Ryo

Fuk-san is good-natured and honest, and as such comes across as a very boring character. He is always smiling – his oversized mouth makes you want to hit him! Your dreams will come true as you'll get the chance to train with him on several occasions. He can nearly always be found training in the Dojo. Being Iwao's only student, Fuk-san now feels compelled to carry on the Hazuki arts in honour of his Sensei. He always wants to help Ryo, but however hard he tries, he's a bit too slow to solve some of the more cryptic clues.

早田 稲



Name: Ine Hayata
AKA: Ine-san
Significance: Housekeeper at the Hazuki residence

Ine-san looks after the house while everyone is away. You never find out what happened to Ryo's mother, but Ine-san is the closest thing that he gets to it. She does all the housework and puts out 500 Yen for Ryo every morning. She is as quiet as a mouse – most of the time you won't even notice her there. She is very old-fashioned and secretly disapproves of Ryo's violent streak, but she tries not to nag him about it.

原崎 望

Name: Nozomi Harasaki
AKA: Nozomi
Significance: Ryo's childhood friend

Nozomi has known Ryo since they were little. They went to school together, and she always knows what Ryo is thinking. Being so close to him, she always speaks her mind and is quick to bring him up straight if his anger clouds his judgement. It's also great to have a fresh perspective on things – Nozomi often sees the solution to a problem when Ryo is too involved to notice the obvious. Bets are being taken as to how soon it will be before the two of them get it on!

玲 莎花

Name: Megumi
AKA: Megumi
Significance: Ryo keeps an eye on her

Megumi is a young girl, about five years old. There aren't any girls of her age to play with, so she tends to hang around with two boys. She has known Ryo all of her life and treats him like a big brother. At the start of the game she finds a kitten and asks Ryo to help her look after it. Throughout the game, several incidents will occur in which she's involved and it will be down to Ryo to keep her happy.

トム

Name: Tom
AKA: Tomu
Significance: A good source of information

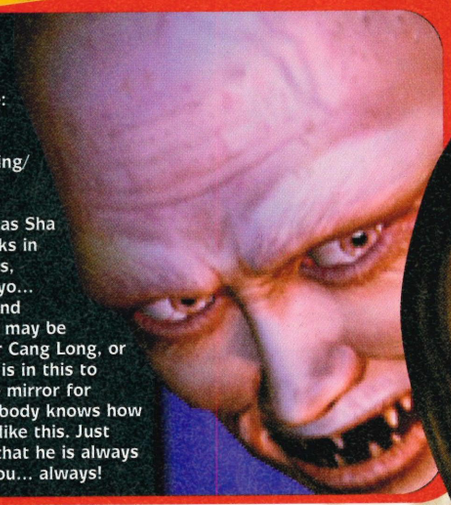
The guy with the hair, the guy with the moves, Tomu owns the local Hot Dog stall. He entices his customers in by dancing madly to reggae and rap music. Whenever you see him, he'll be dancing. No-one ever seems to buy anything from his stall, but that doesn't matter as he's always got girls around him! He is instantly recognisable – his dreads, shades and red shirt make him stand out like a sore thumb. At the end of the day, Tomu is a good source of information. When all else fails, talk to Tomu.

玲 沙花

Name: Ling Sha Hua
AKA: Sha Hua
Significance: Unknown

Very little is known about this mysterious girl. She has been raised by nature and, like an animal, her weakness is that she has no idea what humans are capable of. She very rarely encounters humans and therefore has no reason to mistrust them. She is kind-hearted, innocent and pure. Nothing more is known about her.

チャイ



Name:
Chai
AKA: Chai
Significance: Unknown

This guy/thing/creature is almost as mysterious as Sha Hua. He lurks in the shadows, watching Ryo... watching, and waiting. He may be working for Cang Long, or perhaps he is in this to retrieve the mirror for himself. Nobody knows how he became like this. Just remember that he is always watching you... always!

蒼龍

Name: Cang Long
AKA: Shorryu
Significance: Murdered Iwao

Cang Long is the master of an ancient martial art that was thought to have died out centuries ago. He practises it with deadly intent. Cang Long's desire to have the mirror led to Iwao's death. He is pure evil and kills without blinking an eyelid. Ryo will have to train hard to even last ten seconds with him!

continued >

walkthrough

SHENMU

continued>

[1] Ryo goes to hug Nozomi but she's already run off! [2] Cocked leg, lamppost... I think we know what he's up to. [3] You shouldn't really be able to get your leg that high. It can do a lot of damage in later life. [4] Ryo tries to recover from a fall.

You've Got The Moves!

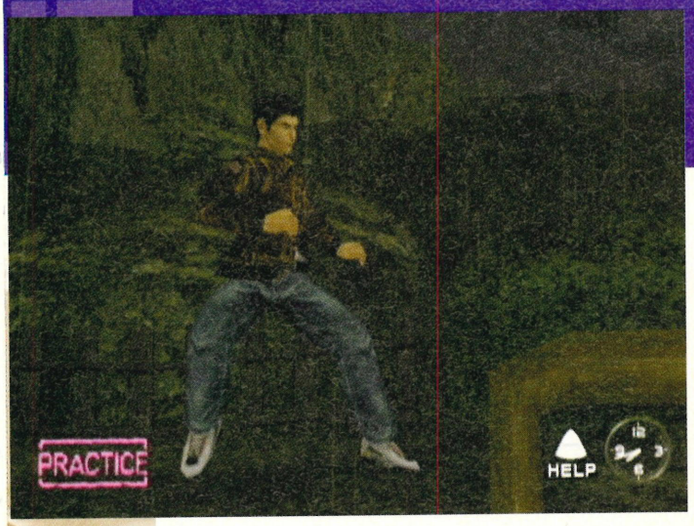
A fair number of the moves in Shenmue are already written for you on the Moves Scroll. However, there are some that you will have to find for yourself. Here is the complete list of moves – be sure to read the key, otherwise you may get them wrong.

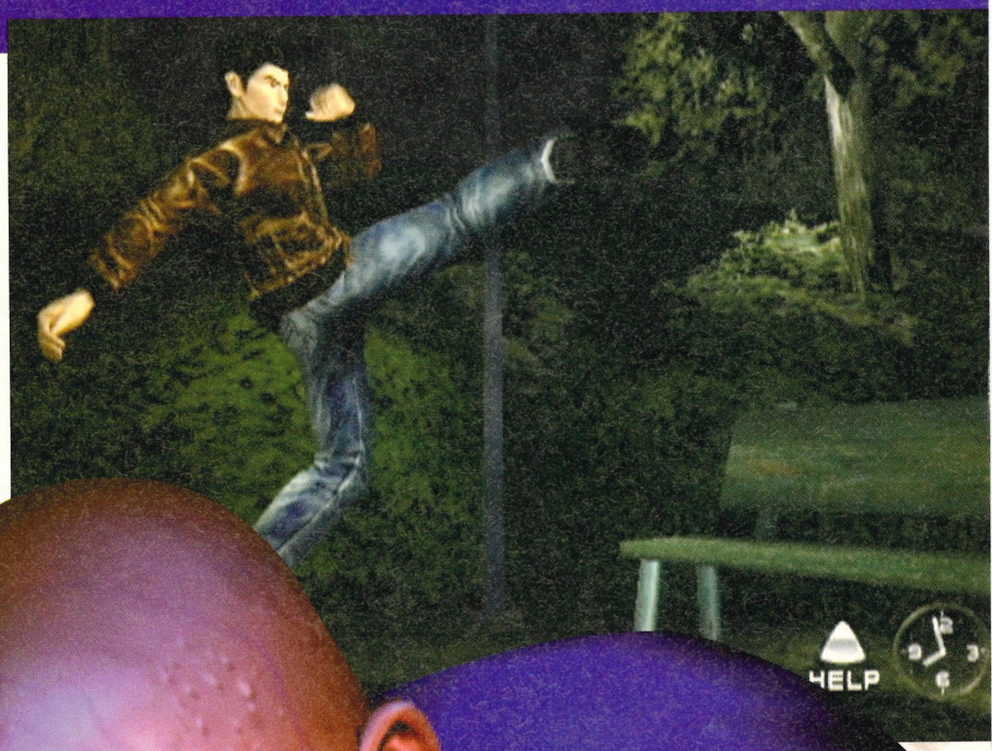
KEY

X	X Button
Y	Y Button
A	A Button
B	B Button
←	Tap Backwards
→	Tap Forwards
← + X	Hold the direction with the button
X + A	Press the two commands together
X + A + B	Press the three commands together

Punches

Tiger Knuckle	X
Pit Blow	→ + X
Twist Knuckle	← + X
Elbow Assault	→ → + X
Upper Knuckle	← ← + X
Sleeves Strike	→ ← + X
Rain Thrust	← → + X
Big Wheel	X + A
Twin Hand-Waves	→ + X + A
Back-Fist Willow	← + X + A
Avalanche Lance	← ← + X + A
Katana Mist Slash	← ←+ X + A
Mistral Flash	L + X
Twin Blades	← → → + X
Rising Flash	→ ← ←+ X





Kicks

Crescent Kick	A
Trample Kick	→ + A
Side Reaper-Kick	← + A
Against Cascade	→ → + A
Surplice Slash	← ← + A
Thunder Kick	→ ← + A
Hold Against Leg	← → + A
Brutal Tiger	→ ← + X + A
Dark Moon	← → + X + A
Cyclone Kick	L + A
Windmill	L + X + A
Shadow Reaper	L + Y + A
Twin Swallow-Leap	← → → + X + A
Crawl Cyclone	→ ← ← + A
Mud Spider	← → → + A

Throws

Overthrow	→
Sweep Throw	← + B
Vortex Throw	o + B
Mist Reaper	→ → + B
Demon Drop	← ← + B
Shoulder Buster	→ ← + B
Tengu Drop	← → + B
Darkside Hazuki	B
Back-Twist Drop	B
Tiger Storm	← → → + B, B
Arm Break Fire	→ ← ← + B

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08.30am Ryo's House

Ryo is having a nightmare about Shorryu. Images of his the man who murdered his father flash before his eyes until it becomes too much and he suddenly wakes up screaming.

It has been four days since Ryo's father's death. The incident is still fresh in his mind – all he can think about is revenge! Before you smash up everything in the room, check the desk in your room for the Cassette Player, Shenmue Tape, Sha Hua Tape and the Photo Of Your Friends. Go into the corridor and talk to Ine-san. She'll give you 500 Yen. She tells you that she'll leave 500 Yen on top of the shoe cabinet every morning. Mums are always good for something!

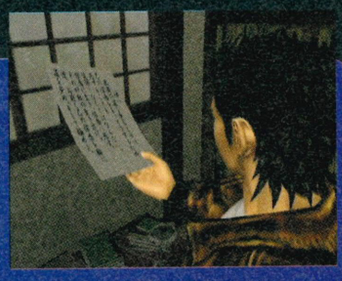
Search the rest of the house for useful items. You can learn a new move by reading the Shadow Reaper scroll in Fuk-san's room. Simply look at it in the options screen to learn it. There are some Batteries in the living room drawers and a Flashlight under the phone. Go into the prayer room and get the candles and the matches. You can pay respects to your late father at the shrine. The corridor behind the prayer room has a wicker basket in it. Open it and read the scroll to learn the Twin Blades move. Go into the kitchen and look at the food on the table for a flashback. There is a door leading out of the kitchen but you can't go through it. Lastly, there is an intriguing letter in your father's study. Don't let Ine-san see you reading it. Put it back when you've finished with it.

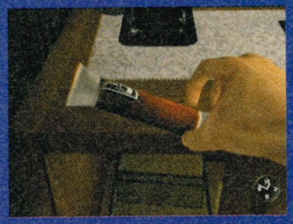
There is nothing more to do in the house, so get your shoes on and go outside. Ine-san suggested talking to Fuk-san. He can be found in the Dojo at the back of the house. Have a look around the garden. There are some Koi Carp in the pond, but there aren't any stones to throw so go and talk to Fuk-san. You'll automatically end up outside – go back in and talk to him again. Once you've finished, walk up to the tree in the corner for a flashback. The house is bringing back too many memories for you to cope with – leave the compound via the main garden gate.

[1] Shenmue is full of adverts for producer Yu Suzuki's games: Virtua Fighter, Virtua Kids, Ristar, they're all in here adorning people's bedroom walls.
[2] The Sega Saturn console can be found in the cupboard underneath the television. You can win the games in the raffle.

ESSENTIALS

Cassette Player:	Desk in Ryo's room
Shenmue Tape:	Desk in Ryo's room
Sha Hua Tape:	Desk in Ryo's room
Photo Of Your Friends:	Desk in Ryo's room
500 Yen:	Talk to Ine-san
Shadow Reaper:	Desk in Fuk-san's room
Batteries:	Living room cabinet
Flashlight:	Cabinet under the phone
Twin Blades:	Wicker basket in the corridor behind the prayer room
Dojo:	At the back of the house – talk to Fuk-san





[1] This photo shows Nozomi, Ryo and two other people. Who are they? [2] C Size batteries – they're pretty chunky but they'll come in useful somewhere. [3] Tapes can be listened to on your cassette player. You'll be needing some AA batteries though.

Blast From The Past

Ryo has lived in this house all his life and it's full of good memories. Certain sights and smells will trigger off Ryo's memory and you will be treated to a flashback.

Kitchen

Ine-san has cooked some food, which is steaming away on the kitchen table. If you get close enough, the smell of the food will trigger a flashback. Ryo is remembering the time when he was very young and used to eat with his father. Being a kid, he never wanted to eat the stuff that was good for him. A stern word from his father soon sorted that out though!

Old Tree

At the back of the garden, next to the Dojo, is an old, dead tree. Walk up to it to initiate a flashback. Ryo's mind will wander back to when the tree was in full blossom and his father gave him his first martial-arts lesson.

continued

walkth SHENMU

continued

Yamanose – Ryo's A Softy!

Your first port of call should be the Temple, which is at the far end of town. Speak to the little girl named Megumi. She has found a stray Kitten and is a bit worried as she doesn't know what to do with it. Agree to look after it and, when given the option, pick up the Fish and not the cake. You'll automatically feed it to the young stray, which will gobble it down gratefully. Overjoyed by the sudden recovery of the kitten, Megumi remembers something that might help you, and will now tell you that Yamagishi had said something about a black car.

Note that if you don't feed the fish to the kitten, Megumi won't say a thing! Remember that you have to look after the kitten – feed it by looking at it. It shouldn't be too much hassle: just look in on it whenever you go past.

There are plenty of other houses in Yamanose. You may as well talk to everyone here, just to soak up the atmosphere, but at the moment none of them will say anything of consequence.

Don't waste any more time in this sleepy old town – go to the exit next to the Temple and make your way to Sakuragaoka.

ESSENTIALS

Megumi: She is the little girl who can be found at the Temple at the edge of the village. This isn't the last time that she will need your help. She tends to be on her own a lot, so be nice to her! If you help the kitten, she'll tell you to go and see Mr Yamagishi.

Kitten: The stray kitten can be found in the box that Megumi is protecting. If you accept the challenge of looking after her, you will need to pop back now and then to feed her.

Fish: The kitten likes to eat fish – don't give her the cake, as she'll just look at you with sad eyes.

Sakuragaoka – One Good Turn...

KEY:
A: Abe's Store
B: Partially Blind Woman
P: Sakuragaoka Park
S: Sweeping Woman
T: Taxi
PB: Phone Box
Y: Mr Yamagishi's
X: Vending Machine

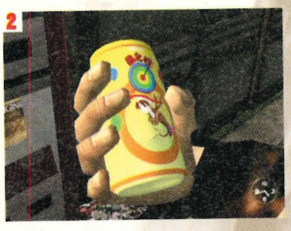
You should familiarise yourself with the layout of the town before you do anything else – you don't want to get lost! There are plenty of houses to visit and people to talk to. Throughout the day, people will come and go – for instance, the tractor driver will go off for lunch, while in the evening he'll go home with the rest of the visitors. You could just stand there all day, watching the people go about their business! Just remember that the shops close for the night, and people don't tend to want to talk to you after dark.

When you get fed up of watching Joe Average go through his daily routine, look for the short-sighted old woman. She can normally be found wandering around the streets just south of Abe's store. However, she will change places at different times during the day. You shouldn't have any problems finding her: the town of Sakuragaoka isn't too big once you know it, and she'll never stray far from the shop. Upon finding her, you'll go through a cut-scene, where you'll learn that the old woman has lost her house (!) and can't go home. She knows the name of the house, but can't read the signs outside due to her poor vision. All you have to do is find her house: it's almost opposite the park and is the old, worn-down building. Read the deteriorated sign on the wall and take the old woman to her door. You'll probably find her sitting on a swing in the park. There, doesn't that make you feel better?

Now that you have done your good deed for the day, you can afford to have some fun. Abe's store is a great place to go as you can play the Gotcha-Gotcha machines. Virtua Fighter and Sonic are available, each costing 100 Yen to play. The attention to detail on the little models that you get out of the machines is great and you'll probably want to get them all. However, resist the temptation for now and remember why you're here!

The owner, Abe, is a crazy old woman! Prolonged exposure to her voice may scramble your brains, so talk to her only as long as you have to, and leave. Grab a can from the vending machine outside the store and make your way to the Sweeping Woman. She can be found sweeping the road outside her house on

1


2

3

4

[1] That's a taxi at the end of the road. The driver does night-shifts, so you won't see him during the day. [2] A Sha Hua can. She seems to be the symbol of purity or some rubbish like that. [3] The builders in this construction site never do any work – just like real life then! [4] Old women talk too much. I guess they've got nothing else to do.

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the western side of town – use the map to find her. Talk to her for a while. She will send you to go and see Mr Yamagishi, an old man living on the outskirts of town. His house is near Abe's store. Mr Yamagishi will be in his garden, attending to the flowers. Talk to him until the diary symbol appears, then head for the park. You may have to wait until the sun sets to train in the park. When everyone has left, enter the park and go up to the swings. You will be given the option to do some training. See the 'Training In The Park' box in this guide for more information.

You may as well train until it's time to go home. You will automatically be taken home at 11.30pm. Go to sleep and when you get up in the morning, save.

ESSENTIALS

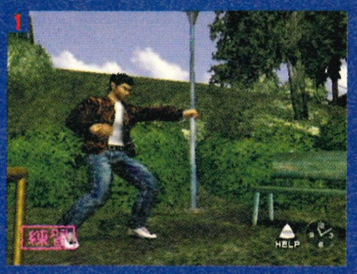
Abe: Talk to the owner of the general store.
Sweeping Woman: Found on the western edge of the village. She'll give you a few hints.
Mr Yamagishi: His house can be found next to the Dubuita Entrance 1. It is very important that you talk to him before you go.

[1] Sakuragaoka is full of old people, wrinkles and all. [2] You'll need to speak to Mr Yamagishi to learn more about the puzzle. [3] This woman looks a lot like a man.

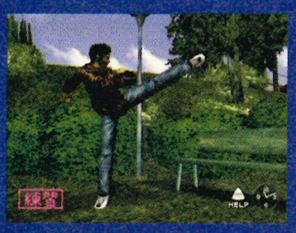
Training In The Park

It is possible for you to practise your moves in Sakuragaoka Park. This is the first opportunity that you have had to train on your own. If there is more than one person there, you won't be allowed to do it.

Select 'Yes,' and begin your training. Press the R button to bring up the moves list. This will show you which moves you can use, which moves you haven't yet learnt, and your experience for each move. Press the L button whilst on this screen to bring up the commands for each move. Move the box over a command and press the A button to see a preview of the move. Each time you perform a move, your experience will rise.



[1] Ryo masters the Pit Blow. Even Fuk-san can't do this move properly! [2] Erm, I wouldn't try to sit down if I were you. [3] Dancing with lampposts seems to be a popular Japanese pastime. Well, if you can't get any, I suppose that will have to do!



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walkthrough

continued>

Dobuita

Once you're awake, collect the money from the shoe cabinet and leave the house. Visit the Dojo and Kuk-san will teach you a new move. He's having trouble doing it, so it's your chance to show off. Simply press Forwards + X (together) to perform the move.

As you go down the road through Yamanose, you will get the chance to take part in your first Quick Time Event (QTE). See the 'Your First QTE' box in this guide for more details. Make your way to Dobuita via the Dobuita Entrance 1.

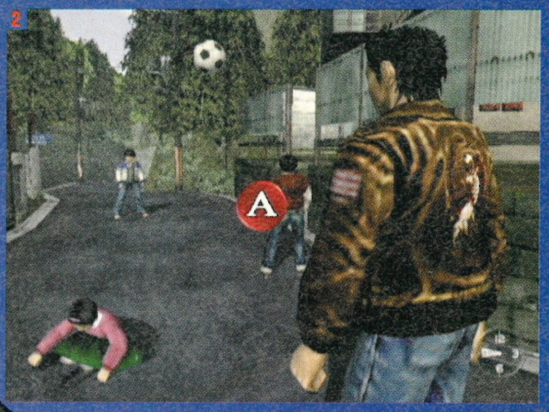
This town is even more complex than Sakuragaoka. There are a lot of shops here and plenty of people to talk to. First of all, go to the Funny Burger Bar and talk to the owner about the black car. Go to the Florists around the corner and talk to Nozomi about the same thing. She'll tell you that Tomu may have seen it. Tomu is the guy with the dreadlocks – he runs the hot-dog stand. After much persuasion, he'll direct you to The World Tour, which is almost directly opposite here. Talk to the guy sitting behind the desk, then to the geezer wearing the camouflage gear (Kurita-san) who can be found standing outside the shop next door. He will suggest going to the Chinese Restaurant. Go to the Ajiichi restaurant (CR2) and speak to the couple therein. They will go on and on for ages! Bear with them and eventually they'll direct you to the Barber's near the Game You arcade. Go there and keep talking to him until the notepad symbol appears. Head to the second Barber's, which can be found near the entrance to the town. Riyori will tell you to speak to his father in Suzume Park. Start the long trek back to Suzume Park and speak to the old man who's wearing the chequered shirt.

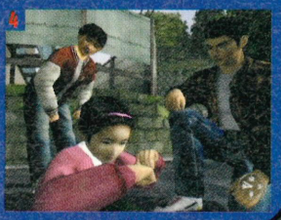
Talk to Tomu back at the hot-dog stand, then make your way to the Yokosuka Bar. As you pass the Tomato Mart, you'll be shoulder-barged by two passing thugs. Your second QTE is slightly more complex than the first – you will be required to use the direction buttons as well as the action buttons. Press the correct buttons and Ryo will floor the two thugs, after which they'll just run off.

Your First QTE!

This first incident is just a practice run, but it will prepare you for what's to come later in the game. If you fail, you won't be able to try again. Don't worry: the most that will happen is that Megumi will be upset for a while. As you walk through Yamanose, Megumi will be playing with two boys who are playing football. One boy kicks the ball at you. When the button command flashes up on screen, tap the relevant button until it disappears. Ryo will catch the ball. If you don't catch the ball, it will bounce off Ryo and onto Megumi's head.

[1] If it wasn't for those pesky kids... [2] Press the A button as quickly as you can. [3] Do it correctly and Ryo will catch the ball. He'll then do his father bit and tell the boys to be on their way. [4] If you muck up, Ryo won't catch the ball and it will fall onto little Megumi's head. She'll cry, then you'll cry, then the whole world will cry with you. You don't want that.





ESSENTIALS

Money:
Pick up 500 Yen from the shoe cabinet.

Dojo:
Go to the Dojo and learn the new move.

QTE:
Press the A button to catch the ball in Yamanose.

Funny Burger Bar:
Talk to the owner about the black car.

Florists:
Talk to Nozomi outside the Florists.

Tomu:
Talk to the guy dancing outside the hot-dog stand.

The World Tour:
Go into the travel operator and talk to the man.

Kurita-san:
He is wearing camouflage gear and is next to the World Tour.

Chinese Restaurant:
Speak with the couple in the Ajiichi restaurant.

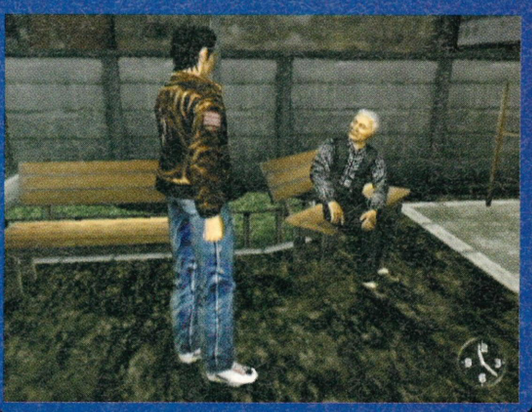
Barbers (1):
Go and see the barber near Game You.

Barbers (2):
Go to the other barbers near the entrance to town.

Suzume Park:
Speak to the guy wearing the chequered shirt in Suzume Park.

Tomu:
Speak to Tomu again.

Tomato Mart:
Walk past the Tomato Mart and fight the thugs.

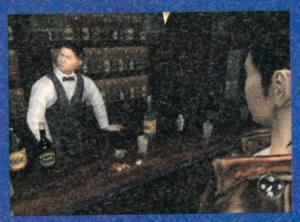


Dobuita continued...

The Yokosuka Bar opens at 5pm. Go in and talk to the bartender. Everyone appears to be looking at you in a strange way. As you walk towards the woman, she'll say something to you. Stay away from her – she looks extremely dodgy! Go over and talk to the bartender. He'll give you a can of coke and tell you to go to the MJQ bar. You can go in after 7pm. Notice the two men playing pool. You can challenge them by talking to the bartender.

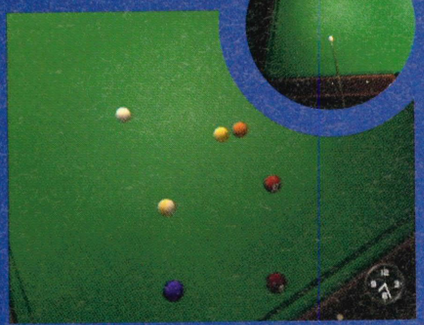
ESSENTIALS

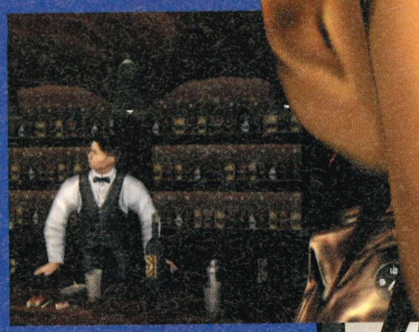
Yokosuka Bar:Found at the north end of town. Talk to the bartender so you can get some information.
MJQ:A pool bar around the corner from the Yokosuka Bar. Wait until 7pm, then go in.
Challenge:Walk up to the guys playing pool in the MJQ Bar and play pool with them.

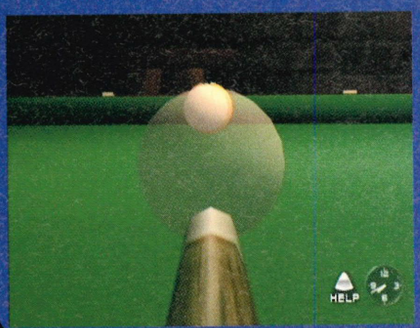


Sub-Games: Pool

There's no way of actually winning any money from this bet, but you can try not to lose money. The two players will challenge you to pot the ball off the cushion. The bet will be for 1,000 Yen. Press the A button to get into a first-person view. Use the D-pad to move the cue so that the cue ball will hit the right-hand side of the object ball. Press the A button again to hit the ball. If you pot the ball, the players will make out that you have cheated and won't pay up. If you miss, you'll lose 1,000 Yen!







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Have A Scrap

It's time to get into some fights! Head for the Heart Beats Pub. You can get to it by following the alleyway that is opposite the Motorcycle shop. As soon as you go down the stairs, you'll be placed in a QTE with two semi-drunk idiots. They won't let you pass because they're really big and clever. It's probably time to show them a thing or two. This QTE is very simple: after all, they have been drinking. Clear up the mess and go into the pub. Upon entering, the bartender will give you a shot of milk, suggesting that it's an appropriate drink for a schoolboy. All three people in the bar will jump to their feet, ready to show off their skills. This next QTE is slightly faster-paced than the previous one – you'll need to react slightly faster. Still, it shouldn't be a problem. The bartender will get a bit angry. You'd better leave.

It's getting late, so unless you feel like going to Game You or Slots, head home and get some rest.

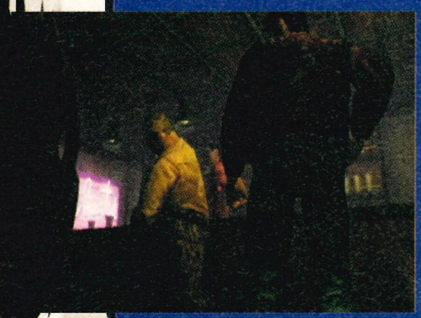
Daddy's Boy!

This is your first proper pub fight of the game. It's still only a QTE, so all you'll have to do is bash some buttons. However, it's still satisfying: after all, they had the nerve to call you a schoolboy!

These guys are rough – they'll come at you from behind. Luckily, Ryo's hearing is so finely tuned that he knows they are there. You just need to help him out by pressing a few buttons. You may recognise some of the moves that you use from your training sessions. If you don't, you're not really paying attention are you?

1

2



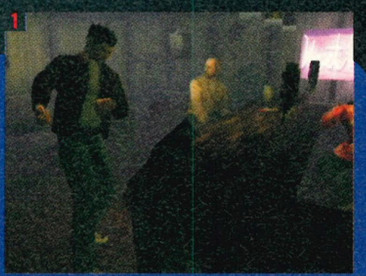
[1] Nice hat! Shame about the, erm, hat! This guy is getting too close for comfort – he really pongs. [2] Two on one doesn't seem fair, but it shouldn't be a problem for Ryo. [3] The bar tender has got some really bad clothes on. Then again, it is set in the eighties so we'll forgive him! What you can't forgive him for is calling you a stupid schoolboy. Outside, now!

3

ESSENTIALS

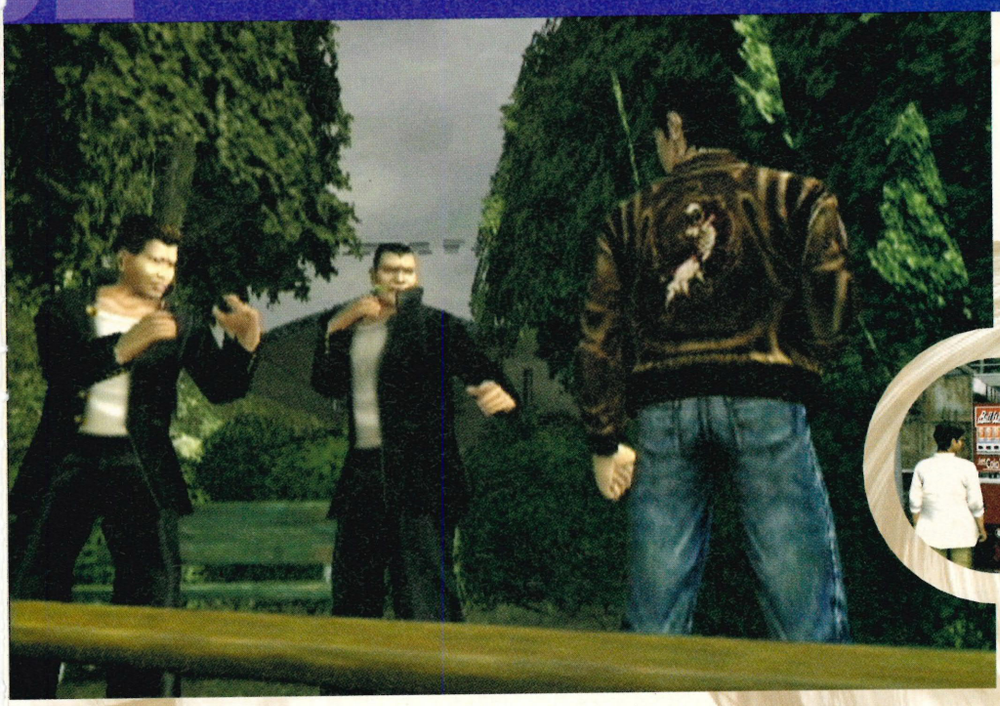
Heart Beats pub: Follow the alleyway opposite the motorcycle shop.
QTE (1): The first QTE is against two semi-drunk thugs.
QTE (2): The second is against three rough sailors.

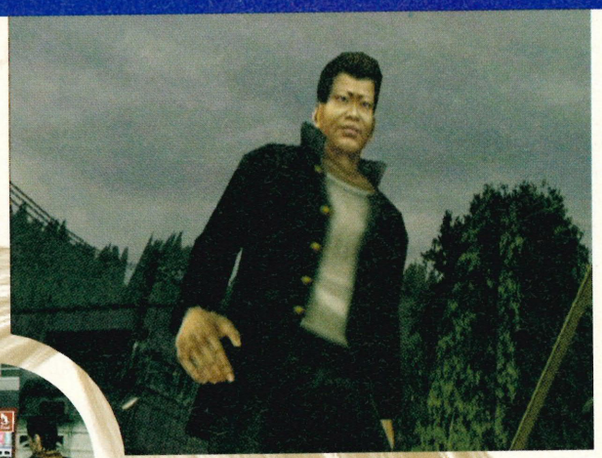
1



2

[1] I don't want to throw you over the bar, but if you push me... [2] The entrance to the Heart Beats pub is found at the end of a gloomy alleyway.





Finding Charlie

In the morning, grab the money and run down to Sakuragaoka. The thugs that you ran into outside the Tomato Mart are causing trouble in the park. Worse still is that they are terrifying a little boy and Nozomi, who is a close friend of yours. This is the first Free Battle that you will have been in. This is where all those training sessions will come in handy. Use your long punch combo with throws to take them out. The big guy will block some of your throws, so it may be better to use kicks on him.

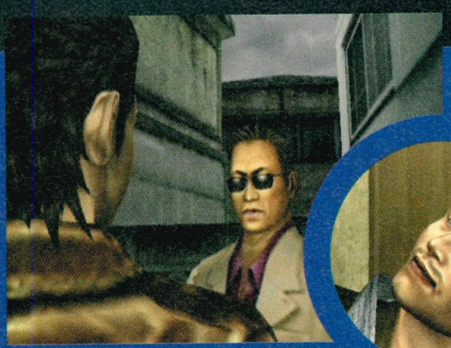
Reduce them to the sniffling fools that they are and be on your way. You've impressed Nozomi – that's enough for one day! Make your way to Dobuita. The man from the restaurant is standing by the vending machine. He's forgotten his money and asks you to buy him a drink. Remembering that you are an extremely kind person, and that you probably won't get much further without him, buy him a drink and smile.

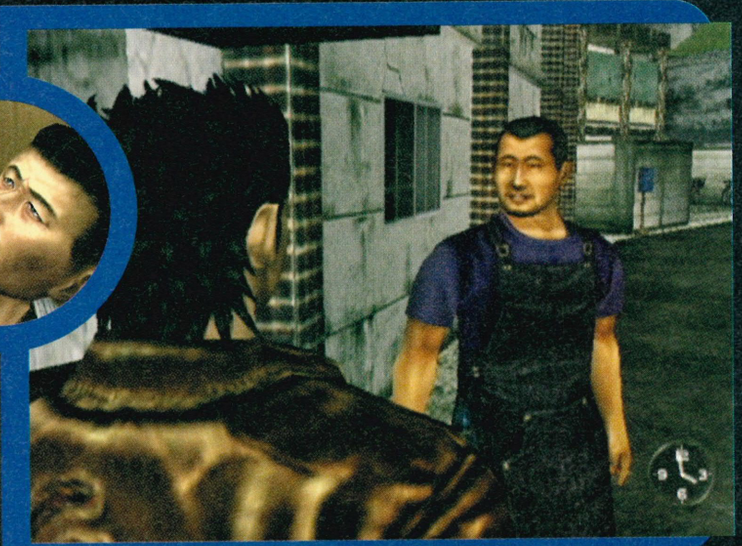
You now don't have much to do until 7pm. At some point in the day you'll need to speak to the guy that stands outside the Water Dragon Jeans shop, as well as the guy in the shades who is on the opposite side of the road. He will point you to the green door with the camera over it. Go in and talk to the guy who is sitting down. Now go to the camouflage guy next to the World Tour shop.

Train or take it easy until 7pm. Check out the 'Let's Go Shopping' box in this guide, if you're stuck for something to do.

ESSENTIALS

Money: Pick up the money from the shoe cabinet.
Sakuragaoka: The thugs are hassling Nozomi in the park. Take them out.
Buy him a drink: The man from the Chinese Restaurant is at the vending machine near the Water Dragon Jeans store. Buy him a drink.
Water Dragon Jeans: Talk to the smoking guy outside the Water Dragon Jeans store.
Guy in the shades: He's standing opposite the door with the camera over it. Talk to him.
Green door: Go through the green door with the camera over the top of it. Talk to the men upstairs.
Camouflage guy: Talk to Kurita-san – he's wearing the camouflage gear and is next to the World Tour.





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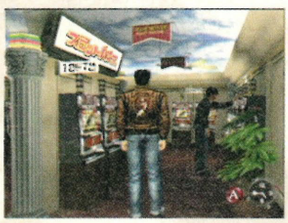
Let's Go Shopping!

Out of all the shops in Dobuita, there aren't many that let you do anything. Still, it's worth exploring – you never know what you might come across.

Dobuita is more of a night-town than a day-town. A lot of the restaurants open until 9pm, and the bars and clubs don't even open until late in the evening. You could spend all night wandering the streets, watching drunken old men struggle home and admiring the neon signs. All the bars and clubs tend to be at the north end of the town, based around the Yokosuka Bar. One place where you can spend a great deal of time and money is the Game You arcade. It can be found in the south-east corner of town – with its huge lit-up sign, there's no way that you'll miss it. The arcade is open until midnight and believe me, you'll need all of that time. It's home to such classics as Hang On and Space Harrier, as well as QTE Title Boxing and Darts. Each game costs 100 Yen per go. The two QTE machines are great for honing your skills when it comes to the real life QTEs. There's nothing better for getting your mind used to the layout of the buttons. There is also a jukebox in here – it plays the different theme tunes that you'll already have heard.



Another place to hang out is the Slots Arcade. This is basically full of Fruit Machines. You can win Sega tokens from these machines.

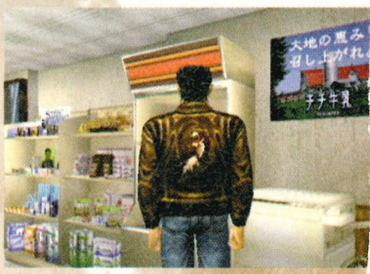
Lastly, there is a small shop located just past the Tomato Mart. It's an Antique Store and in the corner there are six scrolls. They range in price from 500 Yen to 3,000 Yen each. You can only learn these moves by purchasing the scrolls – and no, you can't peek at them without buying them! We recommend that you buy all of these.

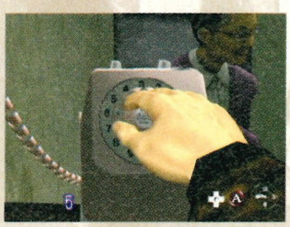
When you've exhausted all of the shops, there are two areas in which you can train. The car park next to the Kiosk is always empty and you can practise there without being interrupted. The second place is Suzume Park, which is around the corner from Game You. There are always elderly people and children in here, but if you hang around for a few minutes they'll leave.

To save you wandering back and forth, here are the operating times for the shops that matter...

Shop Opening Times

Antique Shop 10am–10pm
Barber's 1 10am–7pm
Barber's 2 10am–6pm
Chinese Restaurant 1 5pm–4am
Chinese Restaurant 2 10am–9pm
Florists 1 7am–10.30pm
Fortune Teller 10am–00am
Game You 10am–00am
Happy Burger Bar 10am–8pm
Heart Beats Pub 7pm–4am
Kiosk 7am–6.30pm
MJQ Bar 7pm–4am
Pottery Shop 10am–9pm
Slots 10am–00am
Tattoo Parlour 2pm–00am
The World Tour 9am–8pm
Tomu's Hotdogs No set time
Water Dragon Jeans 10am–8pm
Yokosuka Bar 5pm–3am





Finding Charlie continued...

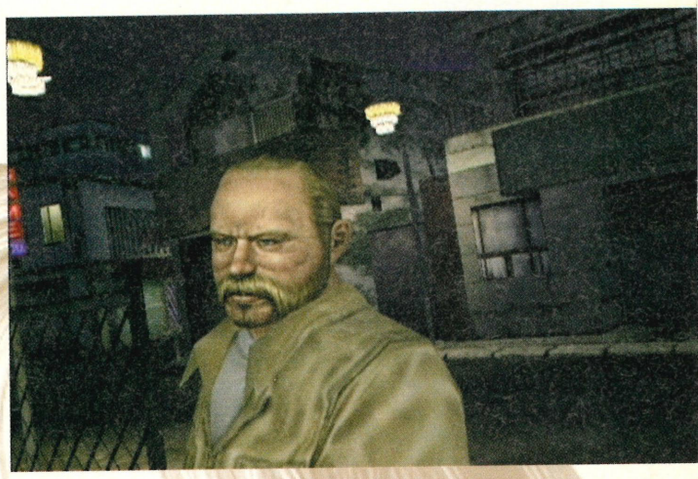
Once the lights come on, walk past Game You. A biker will come out. He'll say that he doesn't want to fight and instead asks you to follow him. You don't have much choice as he could hold valuable information. Follow him to the car park. It's a trap! You will now be surrounded by a group of bikers. The easiest way to deal with this is to get them all on one side of you. Then throw one of them into the other: this will give you time to get a couple of hits in without everyone attacking you. Keep this tactic up until they have all been floored. In a cut-scene, you'll ring some information out of one of them.

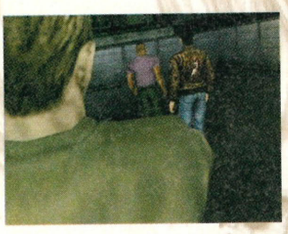
It's time to find the Tattoo Parlour. There are still some bikers in Game You, so go in and talk to them. Select the left option when faced with a question. Talk to the girl who is standing next to Tomu. She'll tell you that the Tattoo Parlour is in Yokohama Heights. Go to the Chinese Restaurant (CR2) and talk to the guy whom you bought a drink for. He'll tell you that Yokohama Heights are next to the Manpukuken Ramen restaurant (CR1). That would make it the set of apartments opposite the Yokosuka Bar! Find them and go up the stairs. Go through the door with the relevant sign on it. Talk to the owner and he'll tell you to come back tomorrow. You may as well get some sleep and save – there's nothing you can do until 2pm tomorrow.

Charlie's Mates

After being lured into the car park under false pretences, you will be attacked by five bikers. You'll recognise some of them as the guys that you hammered in the Heart Beats pub.

They obviously haven't learnt their lesson and suddenly think themselves invincible just because they've got a few mates with them. A strong punch combo will take one down. You can use the rest like ten-pin bowling balls (erm... except that there are only four of them) – just throw one into the others and knock them all over. It won't hurt them that much, but it'll give you some time to think about what you're doing..

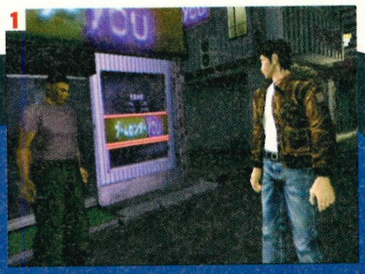




ESSENTIALS

Game You: Walk past Game You at 7pm to initiate a cut-scene.
Bikers in Game You: After the fight, talk to the bikers in Game You.
Tomu: Talk to the girl who is standing near Tomu.
Chinese Restaurant: Go to CR2 and talk to the waiter.
Owner: Talk to the owner of the Tattoo Parlour and arrange a time to come back.

1



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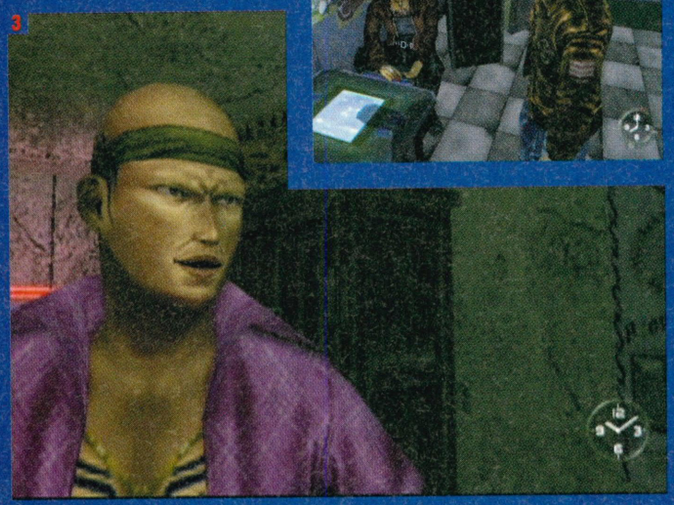

[1] Don't trust this guy, he looks very dodgy. [2] There are some bikers in Game You. They might know something about Charlie. [3] This strange-looking thing is the owner of the Tattoo Parlour. His whole body is covered in tattoos and he's the slimiest guy that you'll ever come across.

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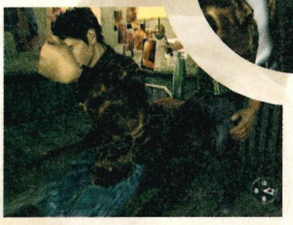
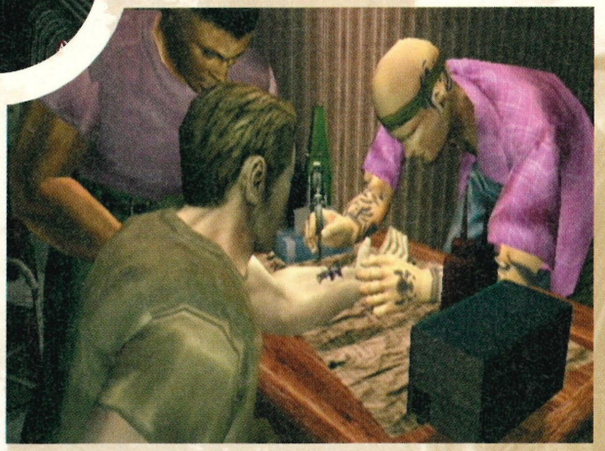
Fight Charlie!

Pick up the money from the shoe cabinet and head down to the Temple. Look in on Megumi and the kitten, then make your way to Dobuita. You can't go to the Tattoo Parlour until 2pm – train, or practise your quick time skills in Game You. When the time comes, go to the Tattoo Parlour. Two of the bikers that you hammered last night are getting tattoos done. As soon as they see you they'll need new pants! Once they've run off, talk to the owner. He'll tell you that Charlie is behind the screen. Walk over to the screen and get ready for a short and snappy QTE. He will go for his knife – dodge the slash and knock it out of his hands. Grab his arm and throw him onto the bed. If you fail, Charlie will run off.

Question him, then leave and talk to Nozomi at the bottom of the stairs. Charlie has agreed to meet you tomorrow at 3pm in Game You. That gives you a lot of spare time. Do whatever you want – you're probably getting very tired of this place by now! Don't worry, you'll soon be able to put this slimy biker town behind you. Head for home and hang around outside your room until Fuk-san turns up (about 11.30pm). Talk to him – notice that he no longer has any plasters on. Then get some sleep.

1





[1] Charlie isn't too hot without his knife. In fact, he's a pushover. [2] If you hadn't blocked that move, you would have been stabbed in the stomach! [3] Ryo falters and gets hit square in the chops. The force of the blow knocks him to the ground and allows Charlie to get away. In situations like this, the computer lets you try again from the start of the QTE.

ESSENTIALS

Money: Pick up the money from the shoe cabinet

Tattoo Parlour: Go to the Tattoo Parlour and get rid of the two thugs. Then disarm Charlie.

Nozomi: Go down the stairs and talk to Nozomi.

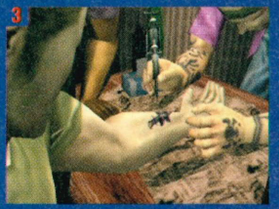
Fuk-san: Go home and wait for Fuk-san. He will turn up at about 11.30pm.

1

2

[1] Fuk-san is the most annoying character in the game. He's always so happy! [2] The love interest in the game is Nozomi. Mark my words, they're gonna get it on! [3] These are the guys that you beat up earlier. They'll take one look at you and flee for the hills.

3



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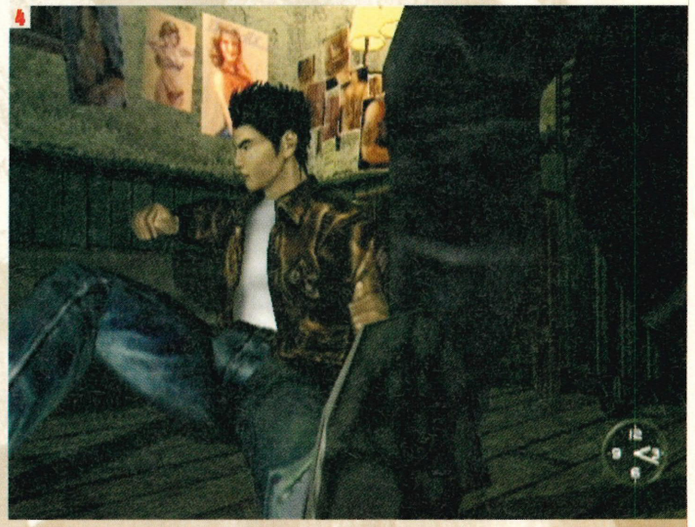


Letter From Ine-san

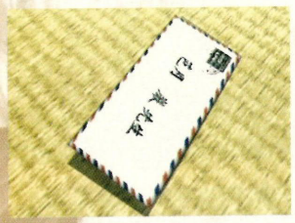
When you wake up, you will automatically go to the Dojo. Fuk-san will challenge you to a Free Battle. It's not easy and you won't get many hits in as Fuk-san is very skilled at dodging. Use sweep attacks and roundhouse kicks – he won't be able to dodge them so easily. After a while the battle will stop. There is no specific time limit to this battle; it'll stop once Fuk-san is suitably impressed.

When you leave the Dojo, Ine-san will come out of the house and meet you. She has a letter for you – however, you can't read it at the moment as it is written in jumbled Chinese. As you try to leave the house, Fuk-san will come over and talk to you about the letter. When he has finished nattering (shut it, will ya?), make your way to Sakuragaoka.

What is it with this town!? Yet again the bikers are causing trouble. This time they have stolen Gao Wen's football. You will find them sitting in the construction site. The Free Battle that follows is fairly simple – punches and throws will suffice. With the three bikers down, Charlie will grab Gao Wen in a headlock and the ball will drop to the ground. A QTE will follow where Ryo will kick the ball into Charlie's face and smack the guy behind him. The bikers will run off and Ryo will console the young boy.

Head for Game You. The young boy will be kneeling down in the street. Talk to him about finding someone who will be able to read the letter. He will suggest that his grandmother might be able to help – she runs the Pottery Shop next to Water Dragon Jeans. Xia-san will realise that the letters have been reversed and will use the mirror to decode the message. The message is still very unclear and the only part of any use is the phone number.

It is possible to go straight to Disc 2 at this point, but being a detailed solution we're not going to do that!



1

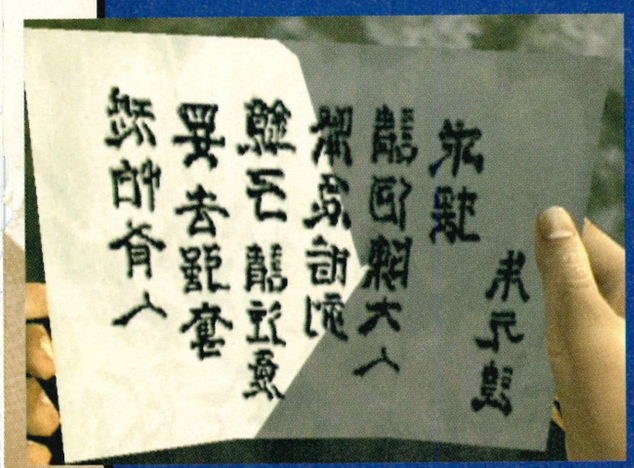
2

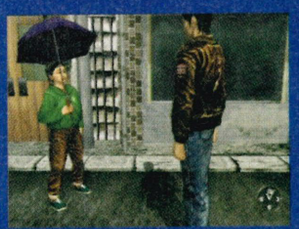
3

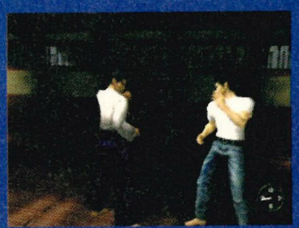
[1] Charlie and his mates turn up in Sakuragaoka and start causing trouble. And after you warned him not to as well! Well, he has had his chance. **[2]** Xie-san uses the mirror to solve the mysterious message that Ryo was sent. **[3]** There is a plaque in the Dojo that is too high up to get to. I wonder if I can use that chair to reach it? It looks like there might be something up there.

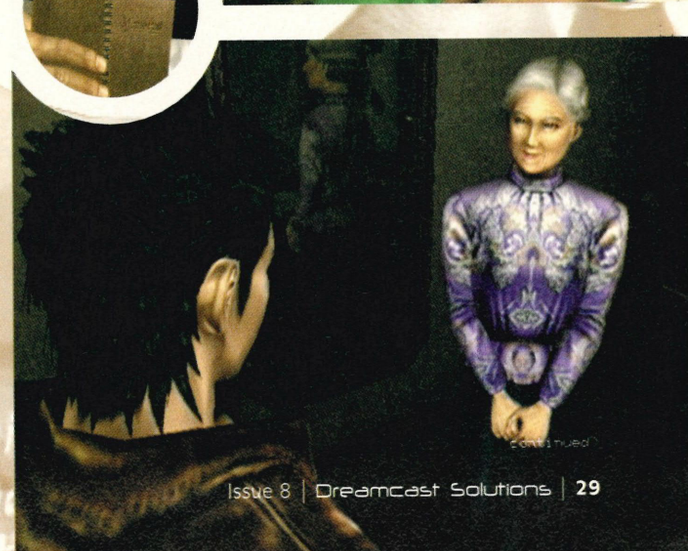
ESSENTIALS

Dojo: Go to the Dojo and take part in a useful Free Battle with Fuk-san.
Letter: Leave the Dojo and Ine-san will give you a letter written in jumbled Chinese.
Fuk-san: Talk to Fuk-san outside the house.
Free Battle: Charlie and his thugs will be bothering Gao Wen. Sort them out.
QTE: Charlie will take Gao Wen hostage. Kick the ball straight at his face.
Game You: Talk to Gao Wen. He'll tell you about his Chinese grandmother.
Xia-san: Talking to the owner of the Pottery Shop will help you to solve the letter puzzle.









walkthrough SHENM

continued>

Wait By The Phone!

Head for home. Fuk-san will talk to you about what you found out. Use the phone to ring Master Chen. The phone number is in your notebook and is 0468 615647. You will need to answer some questions as a security check. Choose the left-hand option and then the right-hand option. (Sometimes the combination is different and you'll have to press right then left. There is no way of knowing, just try them both out.) The person on the other end will tell you that Father's Heaven is a password and will mention Warehouse No.8. You will have a lot of time to spare right now – you don't need to be anywhere until 7pm.

Go to the Dojo and Fuk-san will let you train with him. This is a valuable chance to use your throws on someone. When you have finished, he will go outside and look at the tree. Go and talk to him, then train some more on your own. At about 6.30pm, go back into the house and wait by the phone. At 7pm the phone will ring – Nozomi will speak to you.

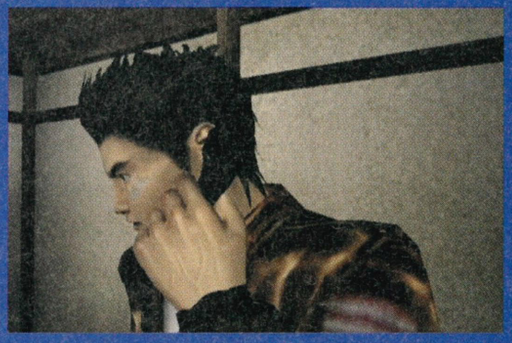
[1] Fuk-san looks up at the tree and thinks back to when it was in full bloom. **[2]** This guy never keeps his mouth shut, ever. You could get a bus in there! **[3]** Fuk-san gets really excited when Ryo tells him about the letter. And yes, you guessed it: his mouth opens even more when he gets excited.

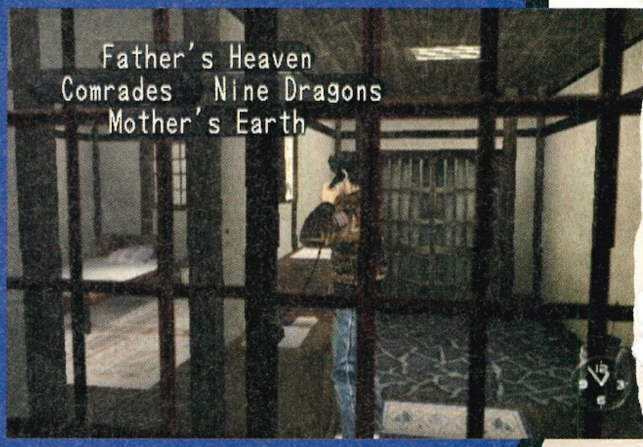
He's On The Phone...

> This is the first time in the game that you'll need to use the phone. Being set in the Eighties, the phone is really old-fashioned and you'll have to spin the dial with your finger. Use the number that you received from the Chinese letter and wait for the man to pick up. He's got a very strange voice, almost like the man in the film *Scream*. If you give him the wrong password, he'll hang up on you. Unfortunately, there's no way of knowing which one of the four choices is correct. It's probably not going to be the same as what he's saying, so you can discount the Father's Heaven code. It's just a case of trial and error, but most of the time it will be 'Comrades' and then 'Nine Dragons'.

Thinking you are someone else, the man will then give you a clue. When he realises that you are not who he thinks you are, he'll start to ask questions, at which point you should hang up.

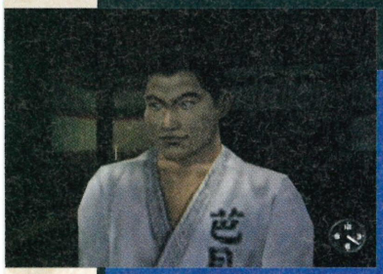
Later on, Nozomi will ring you and ask to meet you in Sakuragaoka Park. You will need to stand by the phone, and at 6.55pm, look at the phone. Keep looking at it until it rings – quickly press the A button to pick it up.





ESSENTIALS

Fuk-san Go to your house and talk to him about what you found out.
Master Chen Ring him using the number in your notebook.
Dojo Train with Fuk-san, then talk to him by the tree.
Nozomi At 7pm the phone will ring. Speak to Nozomi.



NEXT ISSUE – THE FINAL PART

> We'll bring you the final part of our massive *Shenmue* solution in issue #9 of DREAMCAST SOLUTIONS, on sale 11 January. So don't miss it or you might be stuck for ever.

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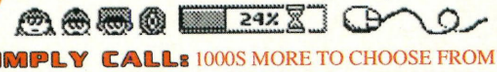

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Crazy Taxi	Half Life	Pen Pen Triicelon	Soul Reaver	Vigilante 8 - 2nd Off.
Cueball	Hardcore Heat	Plasma Sword	South Park	Virtua Fightr 3TB
Daytona USA 2	Hidden & Dangerous	Pop 'n' Music	Space Channel 5	Virtua Striker 2
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Deadly Skies	Hydro Thunder	Psychic Force 2012	Star Gladiator 2	V-Rally 2
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Elemental Gim. Gear	Legacy of Kain	Redline Racer	Suzuki Alstare Ext.	WWf Royal Rumble
Episode One: Racer	Magforce Racing	Resident Evil 2	Sword of the Berserk	Zombie Revenge
Evolution	Marvel vs Capcom	Resident Evil: Code V.	Tech Romancer	
Evolution 2	Marvel vs Capcom 2	Revolt	Tee Off Golf Enter	

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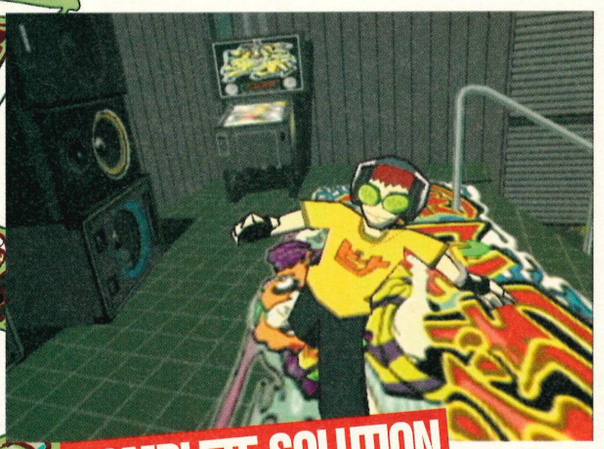
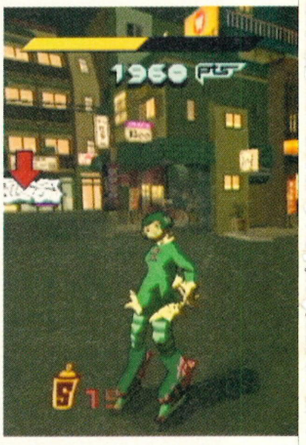




COMPLETE SOLUTION

Jet Set R

If you think you're the rudest skater in town then you've got another thing coming! The Jet Set team are here to show you how it's done – respect!

essential information>

Jet Set Radio

Publisher	Sega
Developer	Smilebit
Origin	Japan
Price	£39.99
Genre	Skate Action
Release	24 November

one player

vibration pack

arcade stick

modem

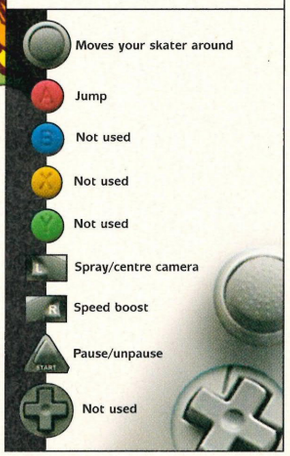
visual memory

VM information

Save position	Y
Logo during play	Y
Mini-game	N

CONTROLS

Helpful if you don't intend to fall flat on your face...



essential information>

Dreamcast magazine says

"Have no doubt folks, this really is a great, great game..."

Tricks Of The Trade

> There are tons of tricks to learn in *Jet Set Radio*, and you're going to be stumped without them, so stick your cap on backwards and get ready to catch some serious air!

Rail-Grind

Jump onto any rail/barrier/fence/pipe, and you'll perform a rail-grind. This move can be used to maintain speed and to cross gaps.

Wall-Grind

Certain walls can be used to grind against. Once you have started grinding, you can propel yourself off from them by pressing the jump button.

This move is vital in getting up to those out-of-reach tokens.

Emergency Stop

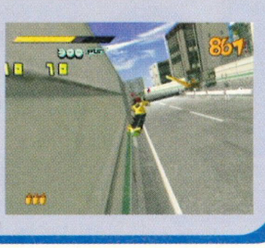
If you are travelling at speed and need to stop quickly, just press the joystick in the opposite direction to perform a dust cloud-inducing emergency stop!

Air Tricks

Air Tricks will be performed automatically as part of a jump, but only if you are travelling fast enough. A trick will propel your skater a little bit higher than usual, as well as increasing their speed.

Tagging On-The-Fly

If there are a number of spray points in a row, they can often be done all in one go. If they are on a wall or next to a barrier, simply grind past them all and spray the lot as you go!



adio

Meet The Gang

There are a total of ten playable characters. They aren't all selectable from the start, though – you'll have to prove to them that the Jet Set groove is the way to go. Each character has different strengths and weaknesses – we've listed them all for you, so all you have to do is choose your favourite!

Name: Beat

Life Gauge:	4/5
Skill:	4/5
Tag Difficulty:	4/5
Can Capacity:	20

Name: Cube

Life Gauge:	3/5
Skill:	3/5
Tag Difficulty:	4/5
Can Capacity:	25

Name: Gum

Life Gauge:	2/5
Skill:	3/5
Tag Difficulty:	5/5
Can Capacity:	15

Name: Bis

Life Gauge:	2/5
Skill:	4/5
Tag Difficulty:	3/5
Can Capacity:	20

Name: Corn

Life Gauge:	3/5
Skill:	4/5
Tag Difficulty:	2/5
Can Capacity:	30

Name: Yo-Yo

Life Gauge:	2/5
Skill:	4/5
Tag Difficulty:	5/5
Can Capacity:	15

Name: Combo

Life Gauge:	5/5
Skill:	2/5
Tag Difficulty:	3/5
Can Capacity:	25

Name: Sugar

Life Gauge:	4/5
Skill:	2/5
Tag Difficulty:	5/5
Can Capacity:	15

Name: Grime

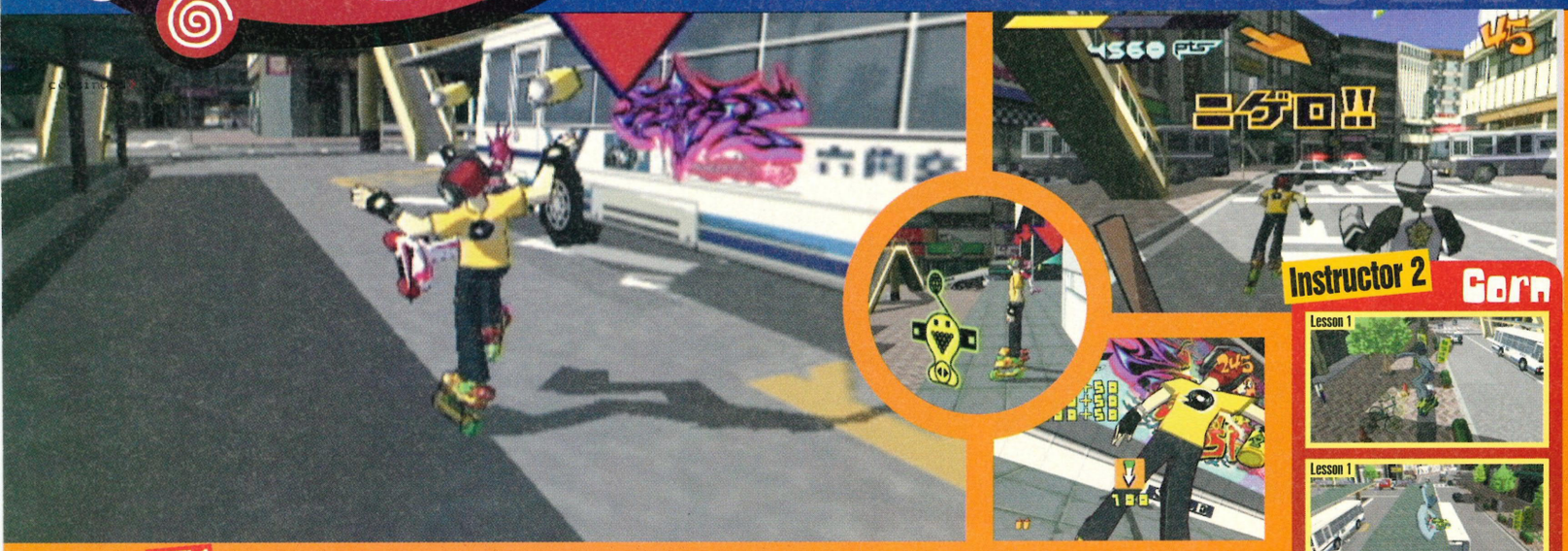
Life Gauge:	4/5
Skill:	3/5
Tag Difficulty:	2/5
Can Capacity:	30

Name: Soda

Life Gauge:	4/5
Skill:	2/5
Tag Difficulty:	3/5
Can Capacity:	40

continued

players' guide



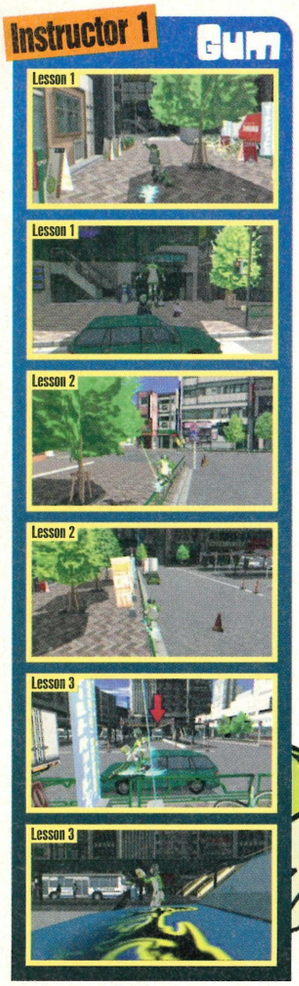
LEVEL 1 Bus Station

Instructer 1: Gum

Lesson 1: Skate across the road then turn left and go along the pavement. Cross the road and jump onto the car.

Lesson 2: Skate forwards and jump onto the barrier. Grind along it and drop off the other end. Cross the road and grind along the next barrier which runs perpendicular to the previous barrier.

Lesson 3: Skate forward and pick up the paint cans. Grind along the barrier that runs past the cars and spray both of them.



Instructer 2: Corn

Lesson 1: Jump over the gaps until you get to the red arrow. Imitate the directional commands at the bottom of the screen on your joystick.

Lesson 2: Grind along the first barrier and jump up to the right-hand barrier on the stairs. Grind along and down, and jump onto the roof of the bus shelter.

Lesson 3: Stand at the end of the road until the blue car comes along. Press the L trigger as it passes to grab onto it. Use the car to get to the top of the hill where the paint cans are. Collect them and skate back down the hill. At the first main junction, go right, grind along the barrier on the far side and spray the area shown by the red arrow.

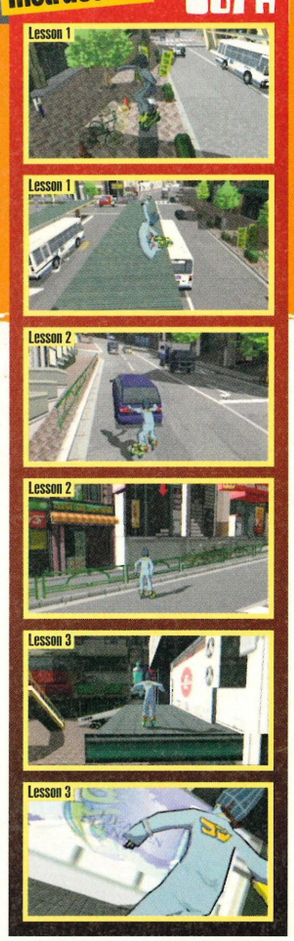
Get Spraying!

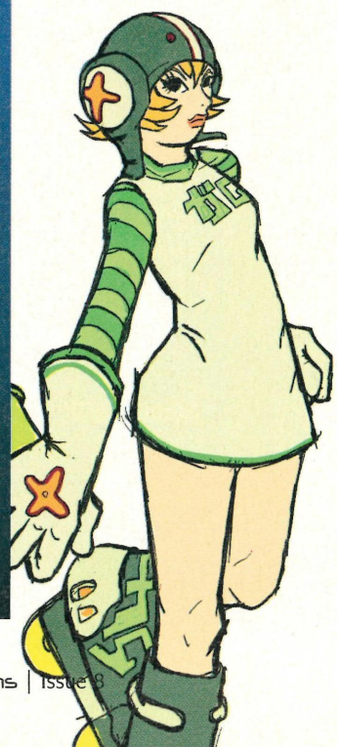
Safe Areas: Walkways, On The Bus Shelters, Shop Roofs.

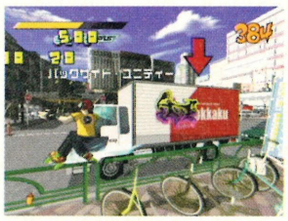
Now that you've completed the lessons, you're ready to paint the town in the official Jet Set colours!

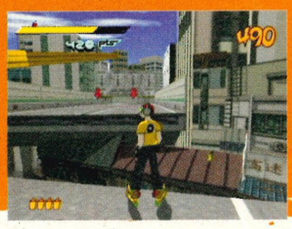
The first thing to do is to get the rival gang out of the way. Barge the Love Shockers away from the three buses and spray the sides. At this point, the police will turn up. There are four vehicles left to spray. The first two can be done 'on the grind' as they are next to a barrier. The second two are taxis – just skate past them and spray them.

In the corner of the main area there is a car parked next to a truck. Jump up to the roof of the shops using the car and the truck. There are some rival markings up here that need covering up. Cover them in the team logo to complete the level.







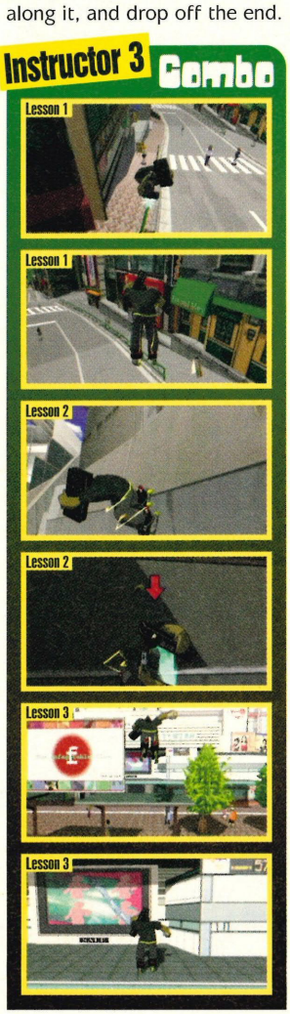


LEVEL 2

Streets Of Shibuya

Instructor 3: Combo

Lesson 1: Jump onto the left-hand barrier and grind along it. Jump from the left-hand barrier to the right-hand barrier on the far side. Grind along it, and drop off the end.



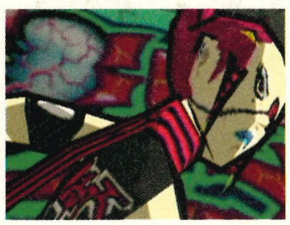
Lesson 2: Collect the paint cans and jump up so that you pass the red arrows. There are three arrows in this half-pipe and you need to spray all of them.

Lesson 3: Get some speed up by pressing the R trigger, then jump across to the next bus shelter. Use R again to get to the next one. You should have enough momentum by now to be able to jump to the ledge without stopping.

Get Spraying!

Safe Areas: Unused Water Pipes, Unfinished Road.

The level starts in the unused water pipes. Turn around and collect the paint cans. Keep going in the same direction and jump up to spray the wall. Go back past the point where you started and find the other green arrows. You won't have enough paint to do them all. There are some steps next to the last arrow. Go up them and through the gate. Climb up the stairway to the bridge and collect the cans and the canister. Be quick as the chief is about! Go back down into the pipes and spray the remaining area. Head for the stairway in the area where you started and climb up it. Skate to the far side and cover the wall in paint. There is a playground full of cans next to you, so you know where to go if you run out! At the far end of this area is a crane. Grind along it to cross the gap and cover the graffiti on the other side. Now it's time for the playground. At this point, the police would have been called in. This means that both the chief and police with tear gas are about! There are two barriers, one at each end of the playground. Each barrier has two spray areas, which can be done 'on the grind'. There is also an advertising board which you'll have to wall-ride and a small area on the floor. Collect as much paint as you can and head left, down the street. There are four areas that need spraying down here – one on each side of the road and two just past the road block (turn left at the junction). You'll have to jump over the police cars to get to the last two.



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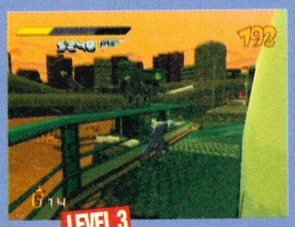
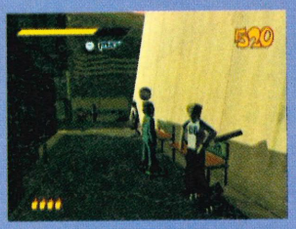




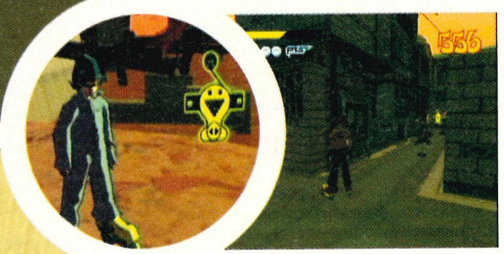
LEVEL 3 Harbour

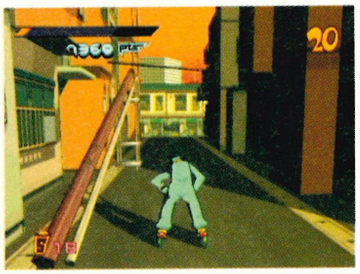
Get Spraying!

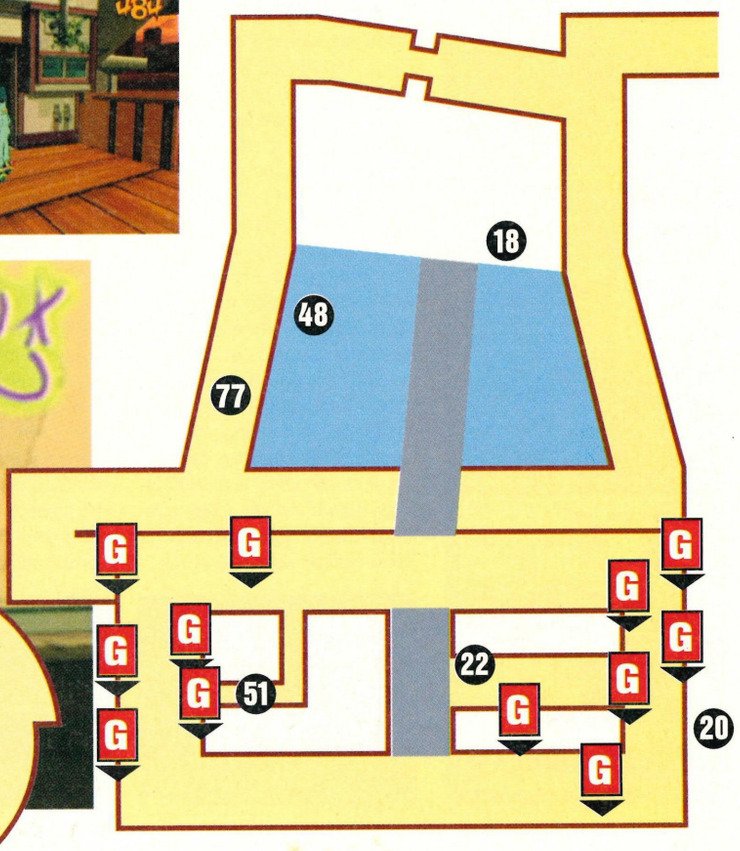
Safe Areas: Anywhere other than the upper level.

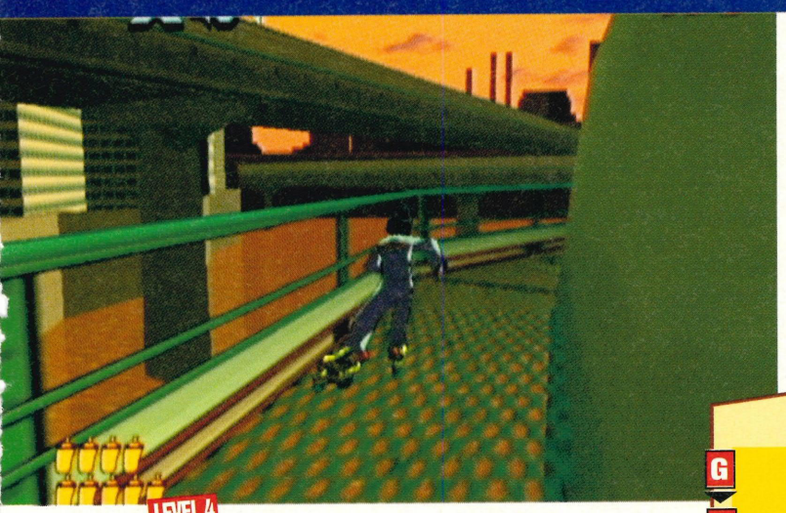
The Poison Jam gang are taking over Harbour Town! There are loads of hidden passages and short cuts in this level, but the main task of the level is very simple. Go up the stairs on the left. You can choose between two different ways. The first is to carry on and follow the orange walkway through the large warehouse. The second is to turn around and use a wall-grind into a jump to cross the gap. Both routes will take you to the same place.

There are three different routes now. The first is to go up the double stairway, the second is to jump onto the roof via the car and the third is to skate through the shops and jump across the gap. All three routes will take you up to the highest section. This is where the spray areas are. Find the large wall first – this takes the longest to do, so get it out of the way. The rest are very easy to find – they're on the walls in this section. After a while, the chief will arrive with a group of police dogs. They shouldn't cause much trouble as long as you keep moving. Towards the end, a police helicopter complete with missiles will attack you! By this point you should almost be finished but if the chopper gives you hassle, just jump up at the windshield and give it a good spraying. Now just get the job done and get out of there!



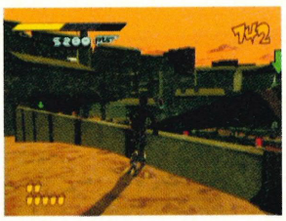


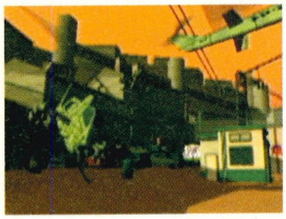


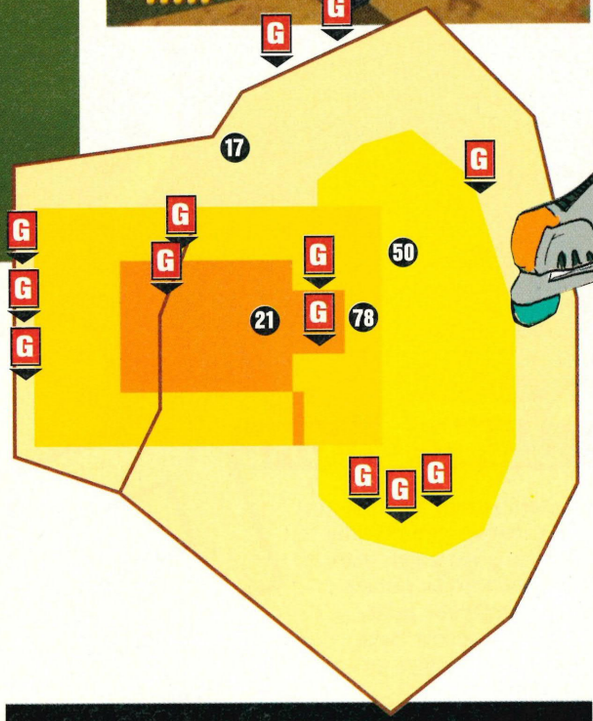


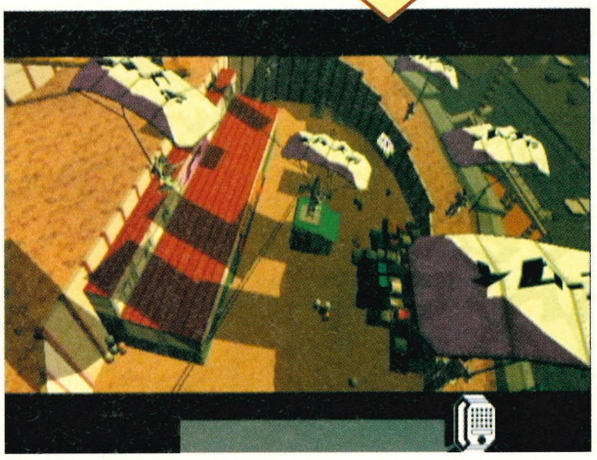
LEVEL 4

The Junkyard









Instructor 4: Grime

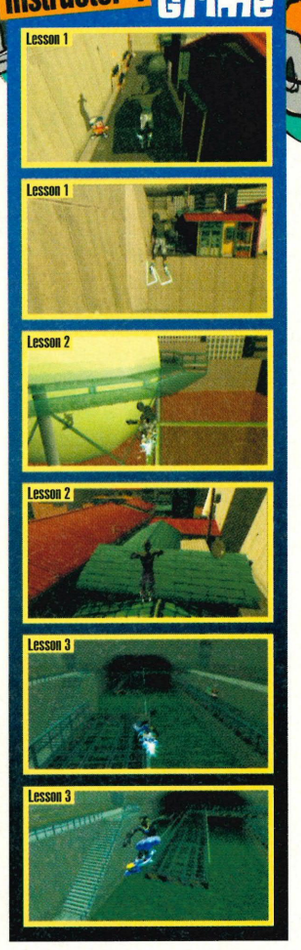
Lesson 1: Simply do a wall-grind to cross the gap.

Lesson 2: Jump onto the fence, grind along it and jump onto the rooftops at the end.

Lesson 3: Do a running jump onto the right-hand barrier – immediately jump over the gap to the left-hand barrier. Quickly leap to the far left-hand barrier and do a wall-grind on the wall ahead of you.

Get Spraying!

Safe Areas: The Warehouse Jump down onto the roof of the warehouse. Barge the guys out of the way and spray over their logos. Drop to the floor and spray the two in the lower area. There are also three in a row on the back wall – they're quite high up and you'll need to do a jumping wall-grind to get them all. The remaining spray points are on the upper levels – a SWAT team has just parachuted in, so you'll have to be careful! Go into the warehouse and stock up on paint and health. Now, go back up to the upper levels and find all the spray points. Before you finish, three choppers will fly in. Their missiles are very powerful, so keep moving. For extra credit, you can spray their cockpits and take them out!



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LEVEL 5
The Poison Jam Grans

Your task on this level is to defeat the group of rivals who are skating around like a bunch of lunatics! You can do this by spraying them – each time you do so, they will lose some energy until, eventually, they'll stand in a corner stamping their feet.

The best tactic is to let one of them past you and then give chase. Don't bother confronting them head-on, as they'll flatten you. Catch up with them by performing rail-grinds and wall-grinds. When you are close enough, the paint symbol will appear. Keep tapping the L trigger to hurt them.

LEVEL 6

Benten Ghetto

Instructor 5: Bliss

Lesson 1: Simply perform a few jumps as you would have done in the halfpipe in Level 2.

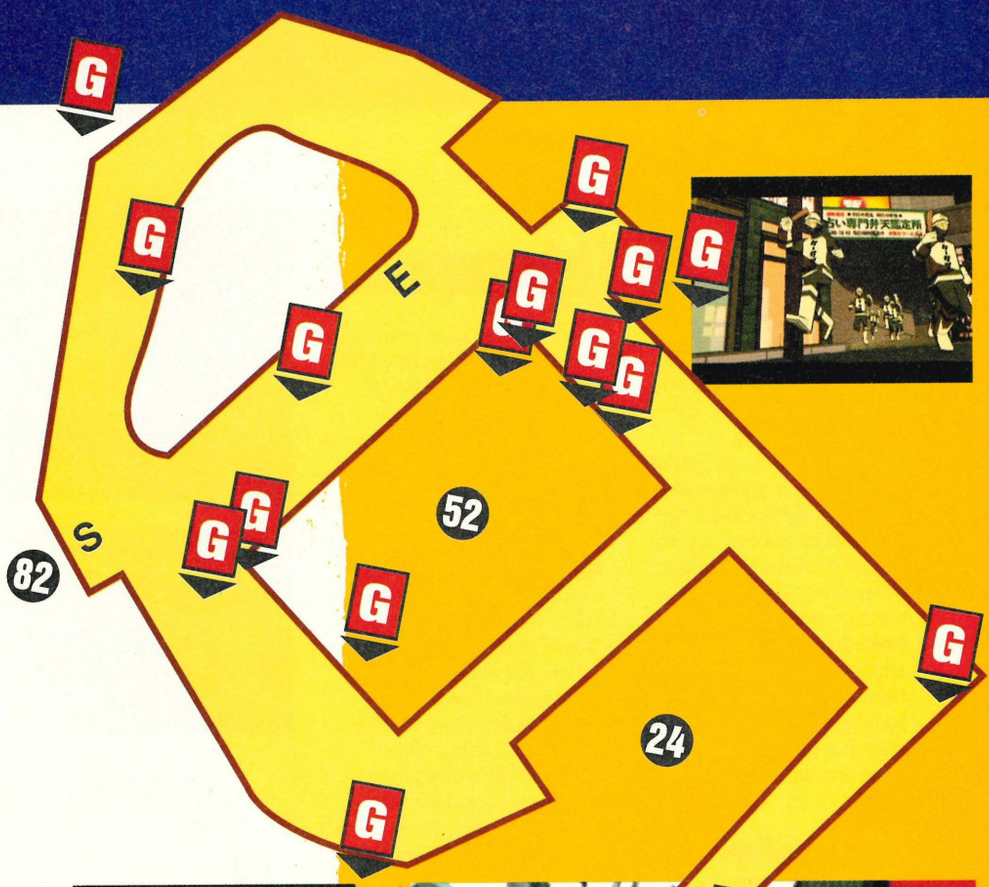
Lesson 2: Perform a running jump onto the crane. Grind halfway down it and jump to the telephone wire on your right. Quickly jump again to the next telephone wire and make sure you land on solid ground.

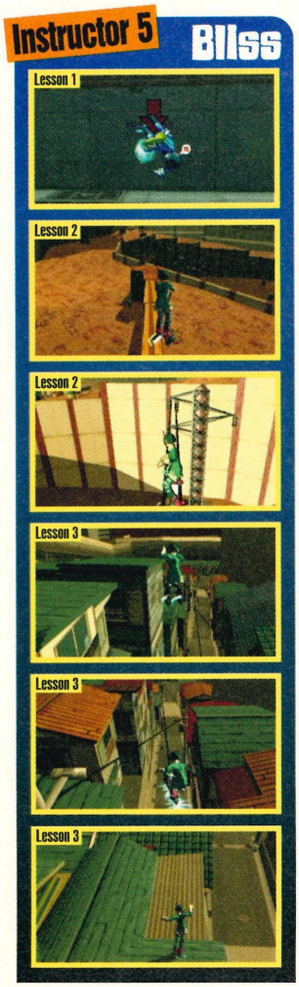
Lesson 3: Drop down to the telephone wire, grind along it, jump to the next one, then jump to the roof below.

Get Spraying!

Safe Areas: Anywhere other than street level.

This level is really simple! Drop down to the street below. Make your way to the tower entrance (shown on the map as 'E') and climb up the stairs. Spray the big logo at the top, and grind along the helter-skelter-style bar, collecting the paint cans as you go. Drop down to the street again and find all of the spray points. Towards the end, the police will turn up, so quickly find the spray points and use one of the diagonal bars to get up to the roofs. Use the map to find the remaining spray points. The chief will turn up with reinforcements, but he can't touch you while you're on the roofs, so don't worry too much about it.





[1] These people tend to speak some weird kind of paint language. [2] Get off me! The police patrols take their jobs very seriously! [3] There's the token! You'll need to grind along that pipe to get to it. [4] It's a long way over to that building and it's a long drop on the other side of that fence. Looks like you're stuffed!

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LEVEL 7 Benten City

Instructor 6 – Cube

Lesson 1: Skate down the flyover and jump onto the railing. Jump down to the train on your right.

Lesson 2: Climb to the top of the tower and grind down the helter-skelter. Do a big jump off of the end, so that you land on the bar on the other side. Grind along this bar and drop off at the end.

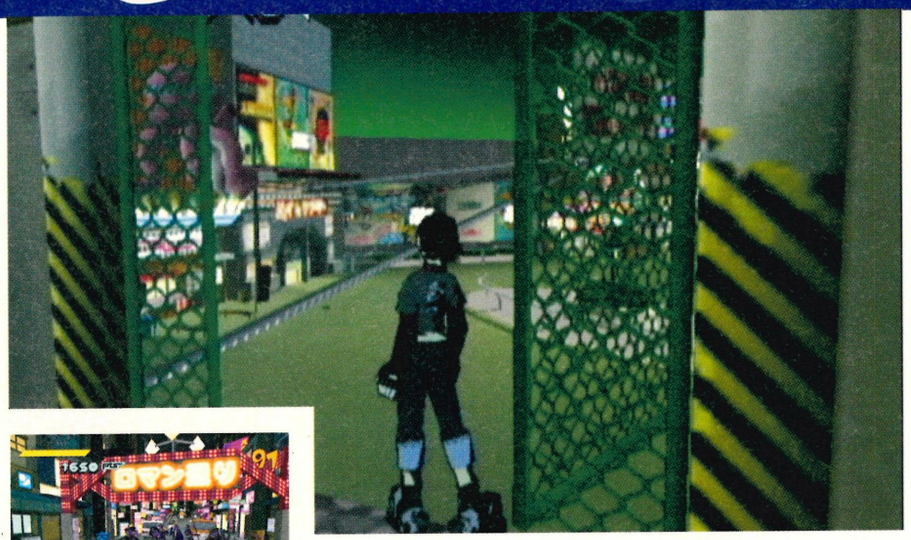
Lesson3: Gather up your speed and grind up the side of the ramp. Jump onto the central structure and grind along the wire that leads to the gate. Jump through the gate.

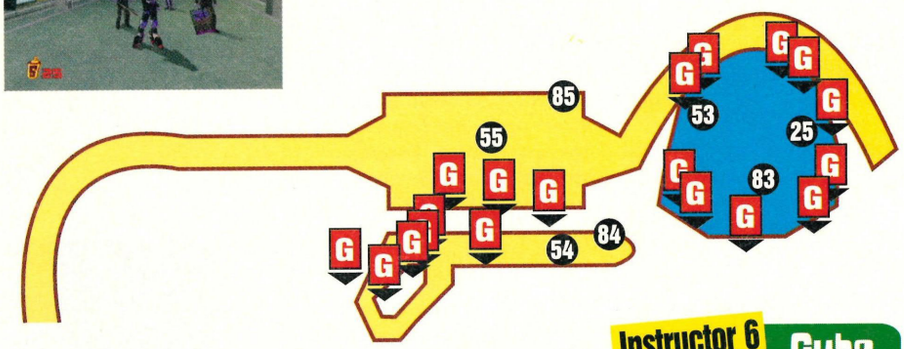
Get Spraying!

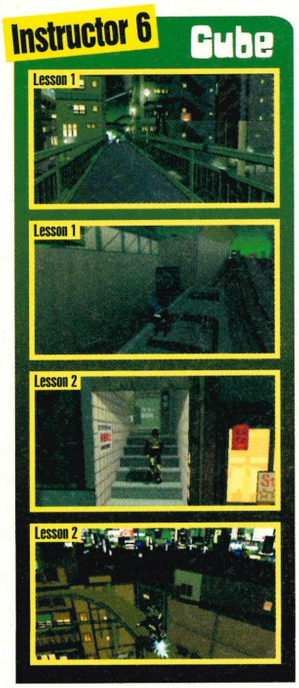
Safe Areas: Railway line, walkways and also anywhere off the ground.

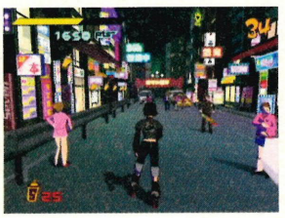
Skate along the carriage and jump over to the crate holding the token. On the opposite side of the area is a crate that needs spraying. Turn around and skate up the hill. Follow the track until you get to a green gate on your right. Go through and drop down. Get all of the spray points on the lower level by grinding along the barriers, then wall-grinding the advertising boards. After a few have been done, the chief and his troops will appear. Finish up and use the ramp to get up to the central structure. There are two spray points at the end of the wires – just grind along them to get there.

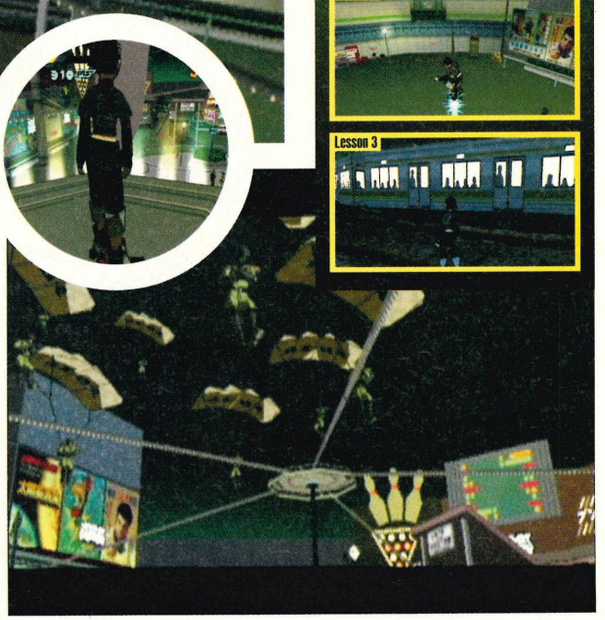
Drop down and use the tip truck to get up to the ledge. Break through the board and follow the alleyway to the high street. The chief is getting a bit angry and he's resorted to using tanks! Spray all the areas in the high street and hide at the end of the road. There are a few first-aid sprays round here. The big logo at the end should be attempted in two parts, as the tanks will lock on to you if you hang around there for too long!





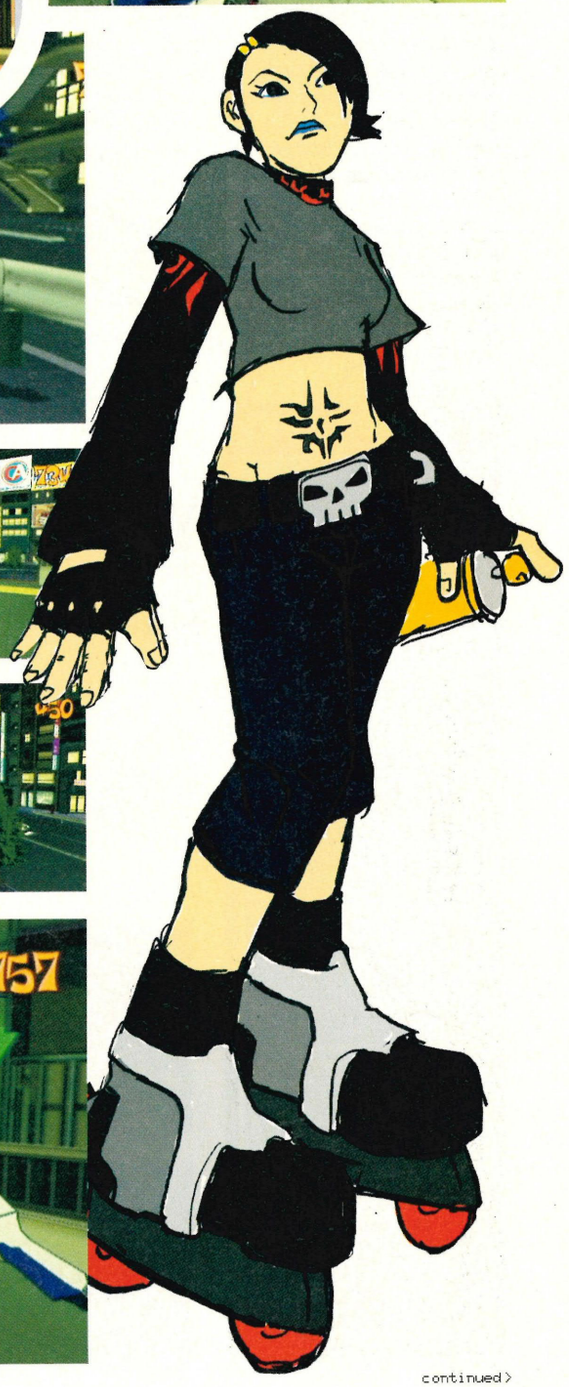


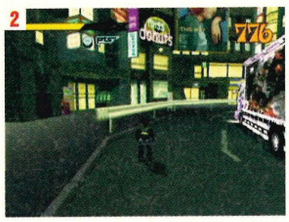


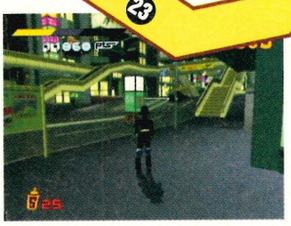


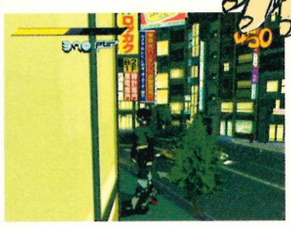
LEVEL 8
The Noise Tanks Gang

This is probably easier than the Poison Jam gang, as there's no water to fall into on this level. Stock up on paint, find the members of the gang, and catch up with them by using rail-grinds and also by cutting corners.









[1] Not even the mighty Noise Tanks stand a chance against you! **[2]** Careful of the traffic – a collision with a truck might hurt a little! **[3]** Nice pose! Just a bit of a shame about the outfit – how does he eat?

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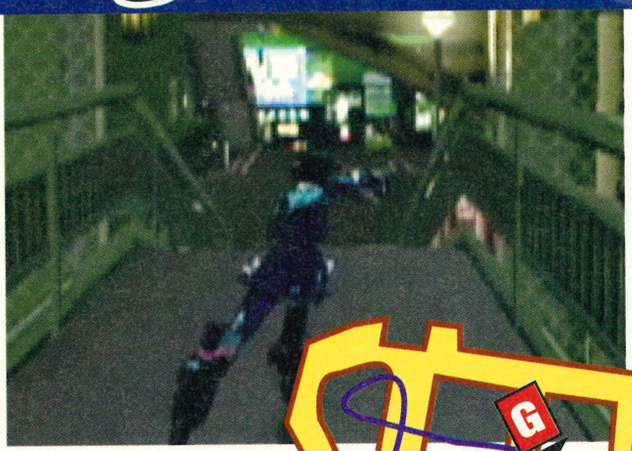
LEVEL 9

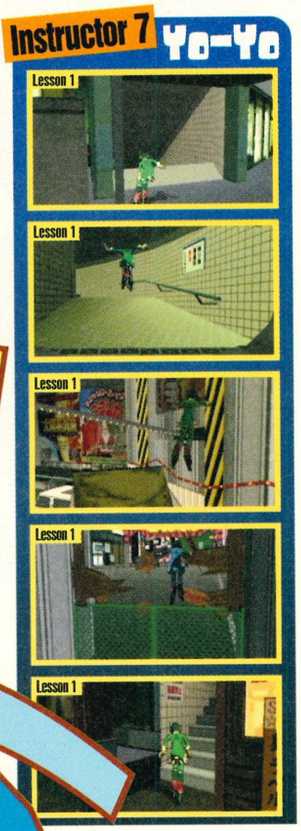
The Race

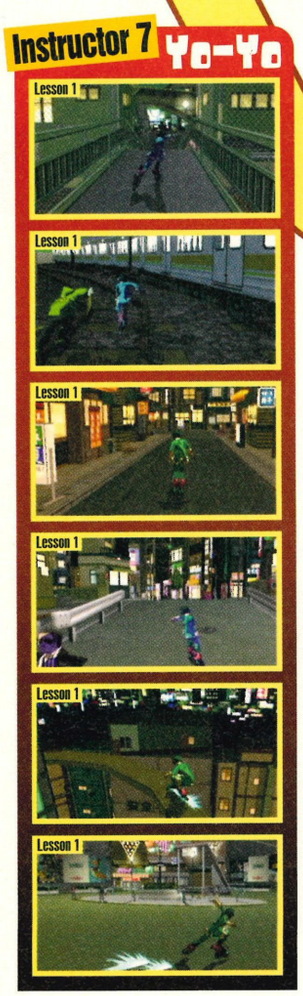
Instructor 7 Yo-Yo

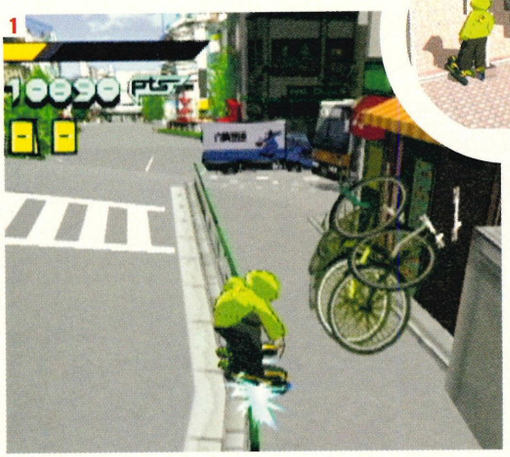
Lesson 1: Beat Yo-Yo.
The problem with this lesson is the fact that you won't have a clue where you're going at first – it'll take you a couple of attempts to figure it out.

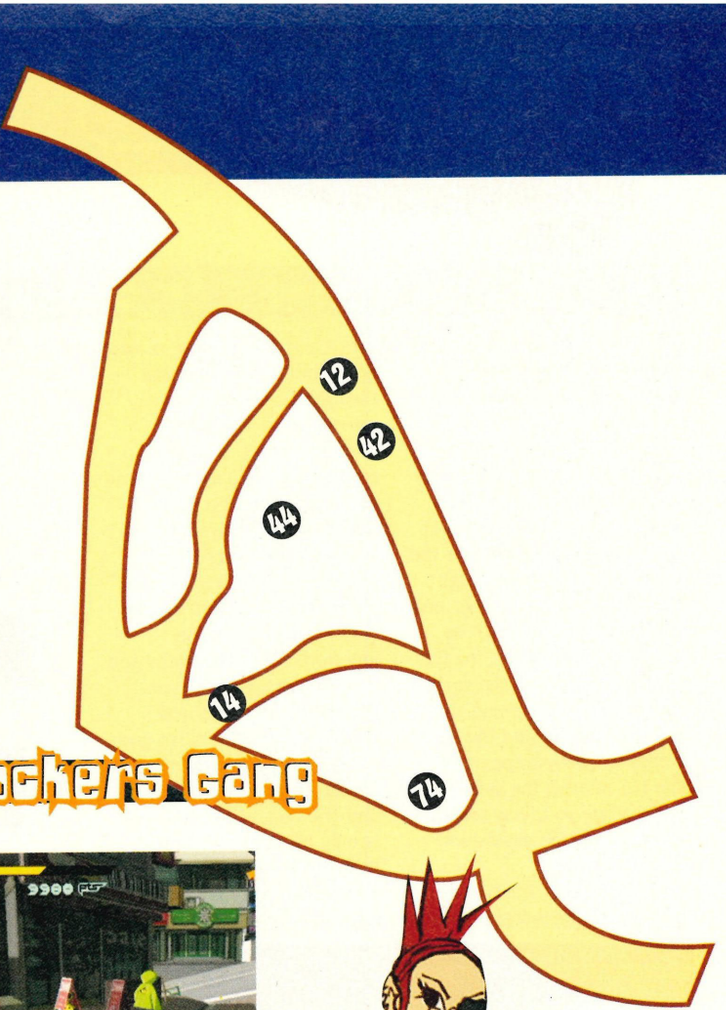
Skate up the incline, using jumps and rail-grinds to gain momentum. Crash through the gate on the right-hand side and jump to the floor. Skate up the tip truck and smash through the advertising board. Follow the alleyway through to the high street. Grind along the barriers to keep your speed up and take the second exit on the right. Grind along the right-hand side of the flyover and jump down to the flyover on your right. Cross the road – the subway entrance will be directly in front of you. Go through the subway. Go straight ahead – at the end of the street, on the left, is the entrance to the tower. Climb the stairs and grind down the helter-skelter. Jump off at the end and land on the next bar. Jump to the spray point and spray the wall.









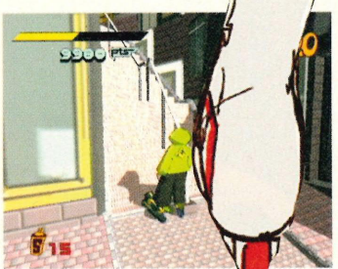


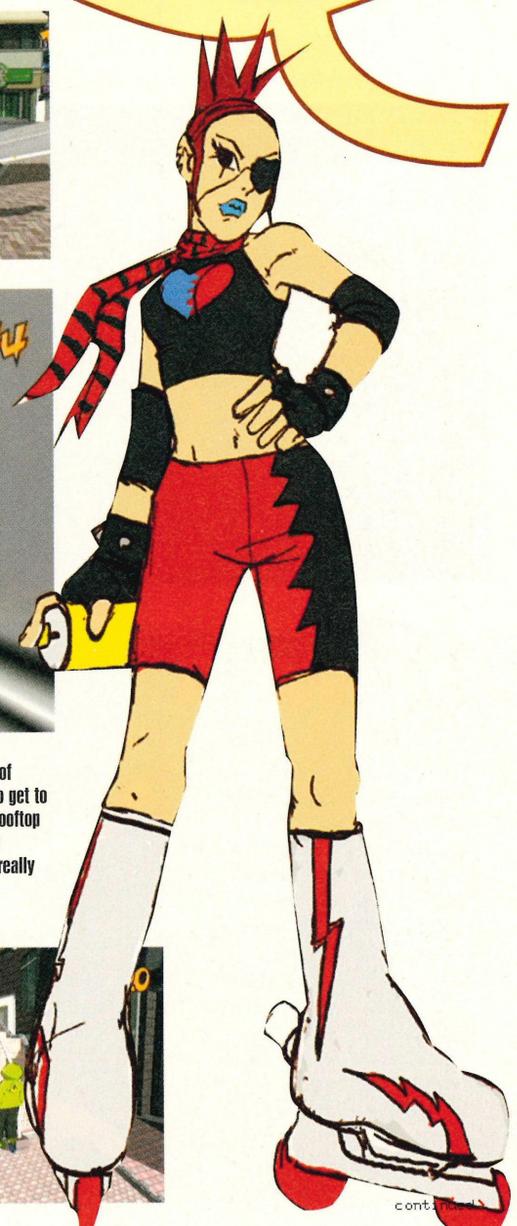
LEVEL 10

The Love Shocker's Gang

This is the easiest gang confrontation yet! Simply chase them up and down the hill until you've sprayed them so much that they stop. There are barriers running along all the roads so you'll have absolutely no problems catching them up.

[1] The owner of those bikes won't be too happy – the youth of today, eh? **[2]** There's a steep drop ahead, but you still need to get to that token. A big run-up will suffice, methinks. **[3]** Up on the rooftop the view is quite pleasant! Well, aside from the big red bottles anyhow! **[4]** Hey, hold on! My skates have broken and I could really do with a lift into town you know...





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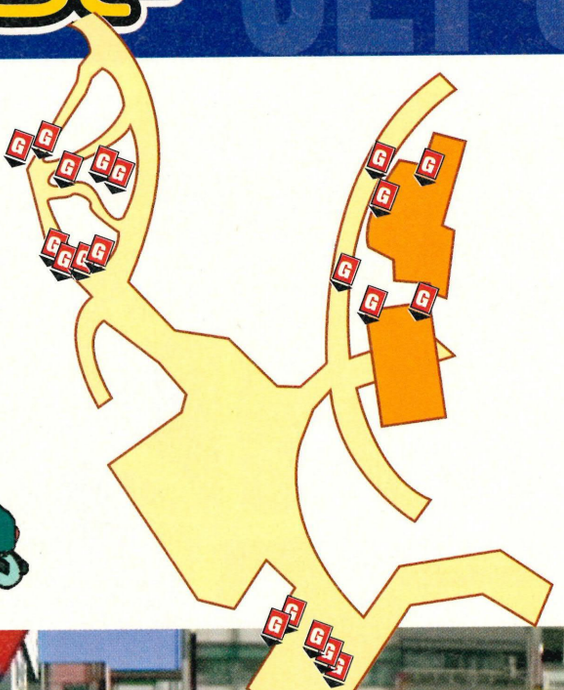
LEVEL 11
The Golden Rhinos In Shibuya

The Golden Rhinos have come to retake Shibuya! You must mark your territory and defeat the troops.

You'll start out on the unfinished freeway. Jump over the gap and go down the stairs to the water pipe. Grab the paint and turn left. Hit the spray point and go through the tunnel. Now that this area has been opened, you'll be able to go through to the Bus Station. Repaint all the spray points. Be careful when you get near the car and the truck – they're booby-trapped, as is the bus nearest the video-walls. Edge your way towards them. When the explosions start, back off.

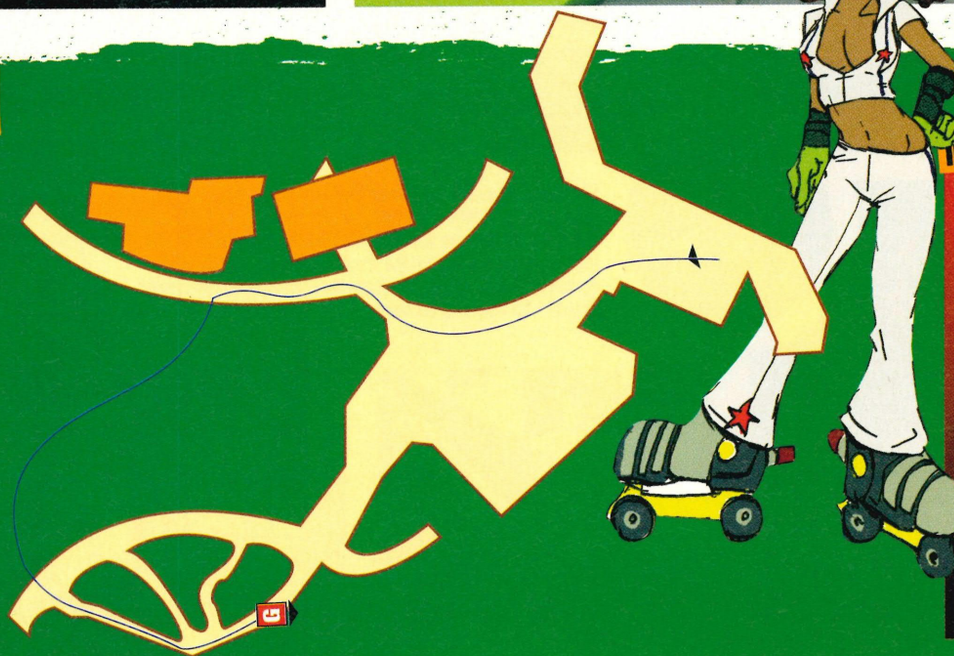
With the Bus Station clear, go back to the water pipe. The other end of the pipe is also open and it will take you through to the sloping streets area. The pink cobbled street is booby-trapped, so be careful. Paint the town, then go back to the water pipe. Go up the stairs to the bridge area. Skate along the street and paint the two spots on the walls. Turn left at the junction, spray the walls and drop down into the pipe. Climb up the stairs and spray the areas at both ends of the unfinished flyover. Lastly, spray the playground and the two bridges. There is only just enough time to do this – if you make a mistake, you may as well start again!

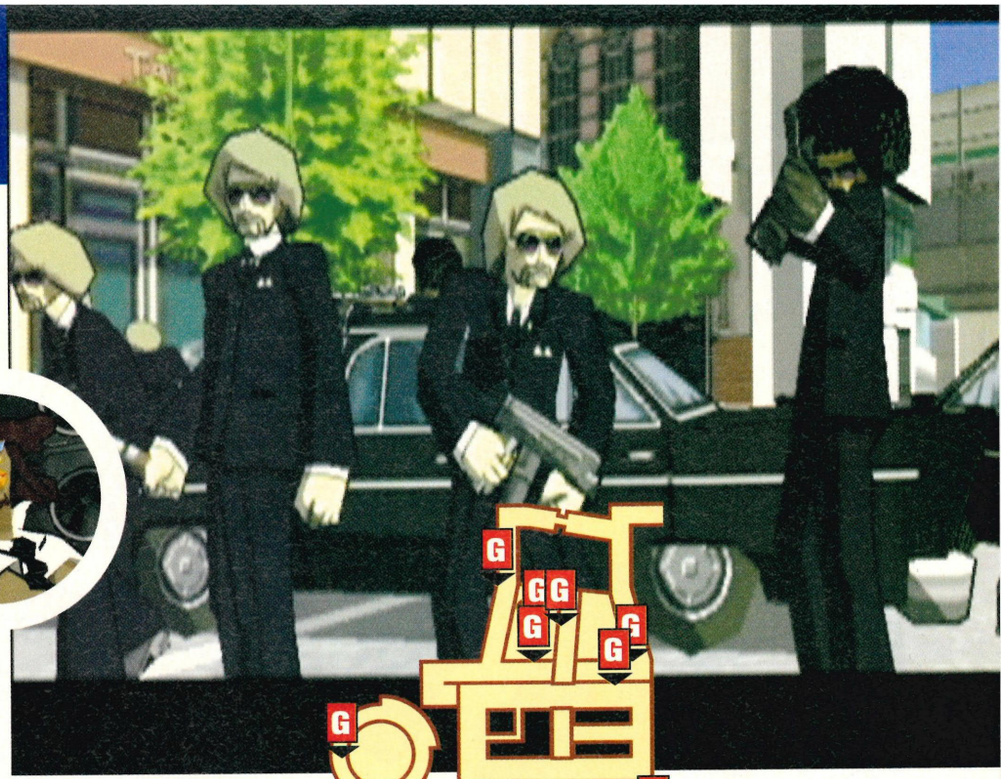


LEVEL 12
The Race II

Instructor 8 – Sugar

Lesson 1: Beat Sugar. Jump across the bus shelters and drop down onto the road. Go past the stairs that lead to the water pipe and go into the pedestrianised area. Take the first right to lead you into the playground area. Skate up the road and jump left into the water pipe. Follow the pipe to the sloping streets area. Take the first right and use the barriers to gain speed. The spray point is at the end of the road on the right.



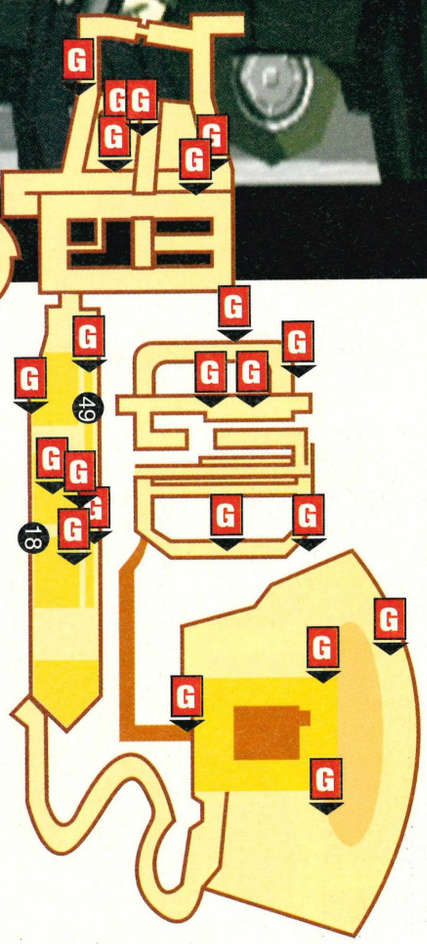


LEVEL 13
The Golden Rhinos In Harbour

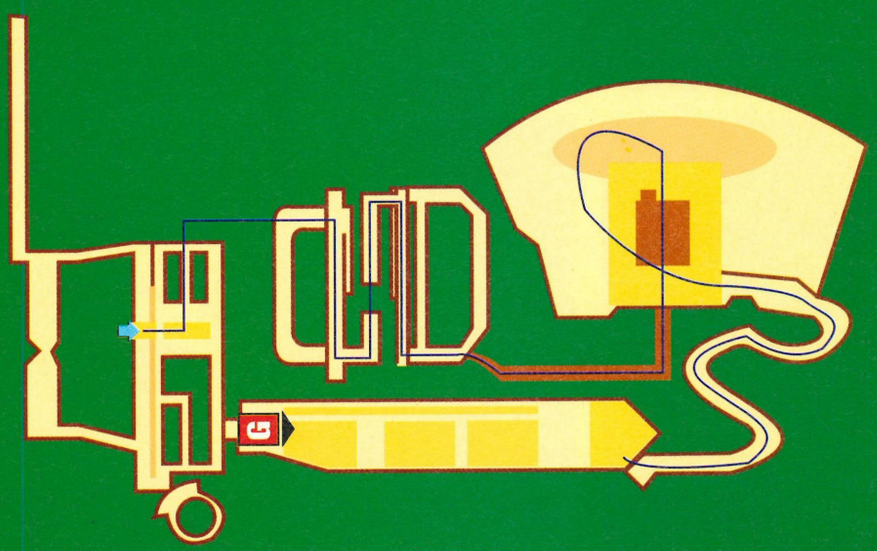
This is extremely hard to do unless you follow two simple rules. Despite the fact that there appear to be an enormous amount of spray points, you only have to spray the red ones. The green ones are a bonus, but you'll never complete the level if you try to get them all! Secondly, your route around the level will also make a huge difference to your success. The best route is as follows...

Stay on the rooftops and jump over to your right, chasing off the sniper. Drop down to the street and skate down the hill. Spray the rhino statue, then make your way up to the rooftops via the covered car. Use the map to find all the red spray points, then, staying on the roofs, go to the top of the hill and follow the muddy path to the Junkyard. Drop down to the roof of the warehouse and spray the statues. Take out the sniper on the central structure and find any remaining spray points.

The warehouse holds a ton of health and a secret passage leading to the sewers. Once in the sewers, there are several spray points in the sections leading off from the main area, two large points in the main area and one statue in the small room at the bottom of the stairs. Once this area is clear, exit via the opening at the end of the main area. You will end up in very familiar surroundings. Turn right, climb up the stairs, then turn and wall-grind across the gap. Go up the stairs and jump over to the water tower for a single spray point. Go back down the stairs and onto the roofs. Spray all of the red points to complete the level.



Instructor 9 — Soda



LEVEL 14
The Race III

Instructor 9 — Soda

Lesson 1: Beat Soda. Go past the stairs and into the sewer passageway. Make your way over to the opposite side of the sewer system, using short cuts where possible. Once you emerge in to the Junkyard warehouse, jump up to the muddy track by way of the cars. Follow the track to the rooftops, then skate down to the spray point at the bottom.

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LEVEL 15
The Golden Rhinos In Benten

This is the easiest of the Golden Rhino levels. Grab the paint in front of you. Turn around and spray the area at the back. Avoid the giant at all costs! Go to the end of the high street, collecting as much paint as you can, and make your way through to the ramp area. Find the red arrows and spray them. The doorway in the central structure is now open, so go down to the Subway. Wait for the train to pass and follow it up the track. When you get to the next station, exit via the stairs. At this point, you may have to use the flyovers to get back to the high street and stock up on paint. Find all the spray points in the Benten Ghetto, then use the Subway to get to the helter-skelter area. Spray all the spray points to complete the level.

[1] That token is way too high for you to jump. Looks like you'll need to get on a train. **[2]** The problem with going downhill is that eventually, you'll have to climb all the way back up again! **[3]** Ahhhhhhhh! The Golden Rhino gang have caught up again! It's probably time to run away, isn't it? Runnnnnnn!!...

LEVEL 16

The Golden Rhino Gang

These guys are basically evil clones of the Poison Jam gang. One of them skates around the streets and is easy to catch. The second gang member only skates on the streets for a short time before going onto the rooftops – wait for him to come down before tagging him. The third gang member skates along the telephone wires – don't bother chasing him, wait for him to come to you. Ride the helter-skelter and jump over to the second bar. Grind along it to the balcony. The final member will turn up here for a rest, at which point you can go and tag him!

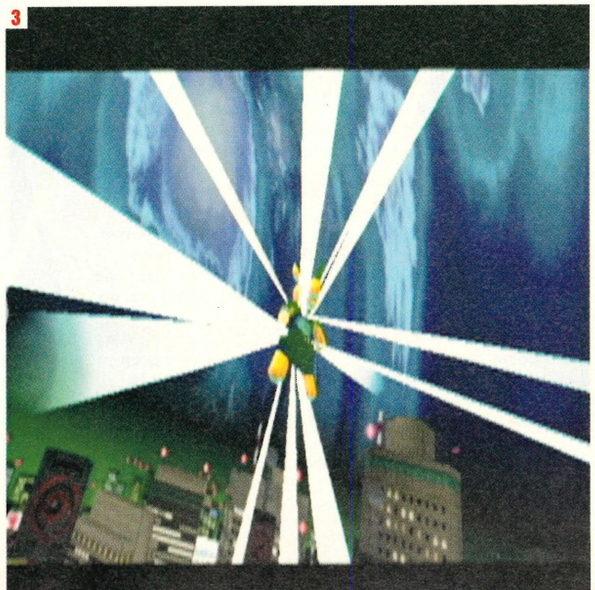
Rooftop Confrontation

Your final battle will be with the boss of the Golden Rhino gang himself! There are four platforms leading off from the centre. All of them have a spray point, which is guarded by a fire-breathing rhino. Two of the platforms can be reached by grinding along the bar that runs between them and the centre. The other two can only be reached by navigating your way over a number of rotating cogs. As soon as you start spraying, the rhino will attack – ignore him! Spray as fast as you can, and get back to the centre before the platform breaks up. Once all the platforms have been sprayed, the rhino will explode and the central podium will be smashed open by the debris. Grind up to the top of the podium, using the steel bar, and tag the boss to complete the game!

2

1

3



4

[1] Those huge speakers are pumping out some really bad music! [2] He looks like someone has just nicked his lolly – sort it out, you're a grown man! [3] The first part of the final boss has been defeated. Now finish him off! [4] There is the final boss. Kill him off before he pollutes the air with his terrible music!

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players' guide

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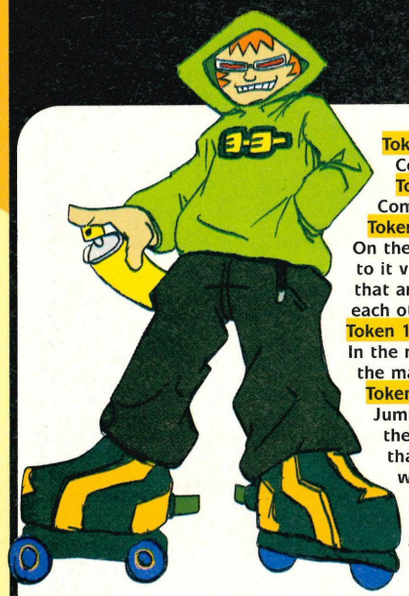


Jet Set Tokens

You're going to need to find all the tokens to boost your rating. As well as that, the

tokens allow you to learn more advanced spraying techniques! We've got the locations of all 90, right here!

Token 1 Level: n/a
You get it automatically

Token 2 Level: n/a
Complete Gum's lessons.

Token 3 Level: n/a
Complete Corn's lessons

Token 4 Level: n/a
Complete Combo's lessons.

Token 5 Level: n/a
Complete Sugar's lessons.

Token 6 Level: n/a
Complete Grime's lessons

Token 7 Level: n/a
Complete Bliss's lessons.

Token 8 Level: n/a
Complete Cube's lessons.

Token 9 Level: n/a
Complete Yo-Yo's lessons.

Token 10 Level: n/a
Complete Soda's lessons

Token 11 Level: 1
On the roof of the shops. Get to it via the car and the truck that are parked up next to each other.

Token 12 Level: 10
In the middle of the road, on the main street.

Token 13 Level: 2
Jump from the barrier onto the roof of the building that overhangs into the water pipe.

Token 14 Level: 10
There are a number of A-boards at the side of the road. Knock them over to find the token.

Token 15 Level: 1
Get onto the long bus shelter, which is opposite token 11. Grind along the top of the (very short) traffic lights and jump up to the token.

Token 16 Level: 2
Get on to the top of a bus by jumping from one of the bridges. Ride the bus and jump up to the token.

Token 17 Level: 4
From the start, do a running jump onto the wall to the right of you. Grind along it and jump up to the token.

Token 18 Level: 3
From token 20, do a running jump onto the next bar and grind along it. At the end, jump up to the token.

Token 19 Level: 5
Go into the southern sewage area and barge through the boxes to get to the hidden passageway.

Token 20 Level: 3
From the start of the level, skate forwards and jump onto the bar which is sticking out of the water. Grind along it to the small mud island.

Token 21 Level: 4
Go into the warehouse and make your way up to the upper floor. Jump across the gap to reach the token.

Token 22 Level: 3
The alleyway in which this token lies has a bar leading up to a wire. Do a running jump onto the bar and grind along the wire.

Token 23 Level: 8
Go up the stairs to the flyover. Face the wall and you'll see a red platform. Jump onto it and position yourself so that you can see what traffic is coming

down the road. Watch out for the colourful truck – jump onto it when it arrives. The token is quite high up in the middle of the road – you'll have to do a running jump to get to it.

Token 24 Level: 6
From the starting point, do a running jump onto the bar ahead of you, then immediately jump over to the balcony on the left.

Token 25 Level: 7
From the central structure, grind along one of the wires and jump over to the pink octopus.

Token 26 Level: 15
In the Subway, wall-grind off the wall and propel yourself onto the central barrier. Grind along the central barrier and jump up to the token.

Token 27 Level: 15
Just after token 26, at the platform. Do a running jump onto the railing. Grind along it and jump to the right-hand wall. Wall-grind it and propel yourself up to the token.

Token 28 Level: n/a
Get a Jet rating on all Harbour levels.

Token 29 Level: n/a
Get a Jet rating on all Benten levels.

Token 30 Level: n/a
Get a Jet rating on all Shibuya levels.

Token 31 Level: n/a
You get it automatically.

Token 32 Level: n/a
Complete Gum's lessons.

Token 33 Level: n/a
Complete Corn's lessons

Token 34 Level: n/a
Complete Combo's lessons.

Token 35 Level: n/a
Complete Sugar's lessons.

Token 36 Level: n/a
Complete Grime's lessons

Token 37 Level: n/a
Complete Bliss's lessons.

Token 38 Level: n/a
Complete Cube's lessons.

Token 39 Level: n/a
Complete Yo-Yo's lessons.

Token 40 Level: n/a
Complete Soda's lessons

Token 41 Level: 1
Grind along the barrier that runs past the car and the van (the ones that need spraying) and jump up to the token at the end.

Token 42 Level: 10
In the middle of the road, on the main street. Very close to token 12.

Token 43 Level: 2
Get some speed up and grind up the side of the elephant slide – propel yourself into the air and up to the token.

Token 44 Level: 10
There is an alleyway leading off from the main road that has a pink tiled path. Go to the top of the stairs and jump over to the token.

Token 45 Level: 1
You'll need to ride on a car/truck to be able to reach this. Look at the map for its position.

Token 46 Level: 2
You'll have to gather up a fair bit of speed for this one. Go to where the crane is and grind along the central reservation barriers, jumping as you go. Jump up to the crane and grind off the end of it.

Token 47 Level: 5
Take a running jump from the walkway to reach the token. You should be able to land on the lower walkway.

Token 48 Level: 3
This token is hidden in the corner of one of the shops.

Token 49 Level: 13
From the start of the level, grind down the telephone wires and jump off at the end.

Token 50 Level: 4
Grind down the crane's arm, then jump onto the telephone wire and grind along it.

Token 51 Level: 3

Behind the large wall in the upper section, you'll find an alleyway. It's hidden by a pile of boxes but you can smash straight through them.

Token 52 Level: 6
Grind down the helter-skelter and jump up at the end to grab the token.

Token 53 Level: 7
This token can be found at the top of the large advertising board, to the right of the tip truck. Grind along one of the wires and jump up to it.

Token 54 Level: 7
Go to the parked cars in the high street. If you run up a windscreen, you'll be given a boost, which will get you high enough to reach the token.

Token 55 Level: 7
On the right-hand side of the high street are a number of passages leading to flyovers. Go down the second one, grind along the right-hand railing and jump up to the token.

Token 56 Level: 8
The token is in the tree – unfortunately, it's slightly too high to get to by grinding off the barriers. There is a ledge about three metres up, on the wall nearest the tree. Get to it by going up the stairs and doubling back. Drop down to the platform and do a running jump to claim the token.

Token 57 Level: 8
The token is between the two stairways. Simply slide down the stairway and jump up to get it.

Token 58 Level: n/a
Get a Jet rating on all Harbour levels.

Token 59 Level: n/a
Get a Jet rating on all

Benten levels.

Token 60 Level: n/a
Get a Jet rating on all Shibuya levels.

Token 61 Level: n/a
You get it automatically.

Token 62 Level: n/a
Complete Gum's lessons.

Token 63 Level: n/a
Complete Corn's lessons

Token 64 Level: n/a
Complete Combo's lessons.

Token 65 Level: n/a
Complete Sugar's lessons.

Token 66 Level: n/a
Complete Grime's lessons

Token 67 Level: n/a
Complete Bliss's lessons.

Token 68 Level: n/a
Complete Cube's lessons.

Token 69 Level: n/a

Complete Yo-Yo's lessons.

Token 70 Level: n/a
Complete Soda's lessons

Token 71 Level: 1
As for token 45, except for the fact that this token is in a different position.

Token 72 Level: 2
Stand on the right-hand side of the crane and look down into the gap. Straight ahead of you, you'll see a rooftop with a token on it. Take a running jump over to it.

Token 73 Level: 2
Stand in the token 72 spot and look back into the gap. There is a fenced-off area on the other side. Jump over to it and you should land on a ledge just in front of the fence. Open the gate and grab the token.

Token 74 Level: 10
Go to the main junction at the bottom of the hill. There is a roof above a shop that you can get to by grinding along the barrier and jumping.

Token 75 Level: 2
Go to the bridge nearest the end of the road. Now stand by the sign that the token is above. Dash towards the bridge and jump onto the inside barrier. Grind along it and as soon as you start to go down the other side, jump over to the token.

Token 76 Level: 5
Go to the northern sewage area and stand on the grate. It will collapse, dropping you into the room below.

Token 77 Level: 3
Climb up to the top of the double stairway and turn around. Jump onto the fence and grind all the way down it. Jump up at the end and grab the token.

Token 78 Level: 4
Drop down onto the roof of the warehouse.

Token 79 Level: 3
As for token 77. However, instead of grinding all the way down, grind a short distance, then jump onto the strange-looking tower ahead of you.

Token 80 Level: 3
Climb up to the forth or fifth step on the stairs at the start of the level. Jump up to the wall and propel yourself off it to get the token.

Token 81 Level: 13
In between the rooftops is a secret entrance leading to a telephone wire with a token along it.

Token 82 Level: 6
Locate the entrance to the subway ('S' on the map). Get up onto the roofs and make your way back to the roof of the subway entrance.

Token 83 Level: 7
On one of the wires leading off from the central structure.

Token 84 Level: 7
On one of the first roofs (right-hand side) that you come to in the high street. Grind along the nearest barrier and jump up.

Token 85 Level: 7
Next to one of the trains is a crate. You need to either jump from the train, or do a wall-grind to get to it.

Token 86 Level: 8
This is hard! There are two sealed corridors that join the buildings on either side of the road. You can get onto one

of them by grinding up the stairs and jumping over to the bar. You'll need to keep up your speed to get there. Do a running jump onto the bar and grind along it. Just before you get to the end, jump up, wall-grind along the wall and propel yourself over to the token.

Token 87 Level: 8
Make your way up to the sealed corridor. Wait for the moving platform to come over and jump on it. Ride it over to the token.

Token 88 Level: n/a
Get a Jet rating on all Harbour levels.

Token 89 Level: n/a
Get a Jet rating on all Benten levels.

Token 90 Level: n/a
Get a Jet rating on all Shibuya levels.

players' guide

M-S

essential information

Dreamcast magazine says

"Possibly the best racing game ever made on any system."

essential information

Dreamcast solutions

M-SR

Publisher	Sega
Developer	Bizarre Creations
Origin	UK
Price	£39.00
Genre	Racing
Released	Out now

two players

vibration pack

race controller

modem

Keyboard

visual memory

VM information

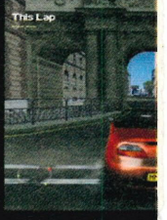
Save position	Y
Logo during play	Y
Mini-game	N

CONTROLS

You'll never make her go if you don't know which buttons to press...

Push your driving skills to the limit as Dreamcast Solutions welcomes you into the beguiling world of driving at its most intense.

M-SR

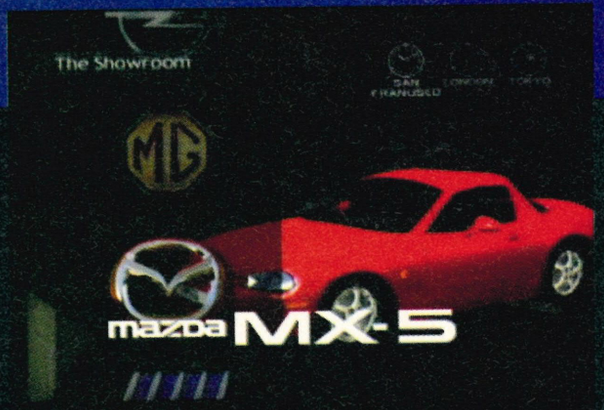


Start Your Engines!

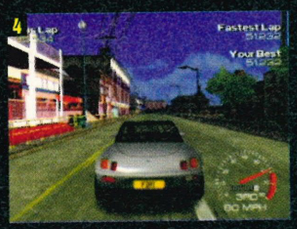
They don't make it easy! *Metropolis Street Racer* is a complex game – even getting started can be a real slog. Assuming that you've managed to set the clock and sorted out your name, the first thing that you'll want to do is get racing. Well, you can't! Nope, you have to go through a rather specific process to earn a vehicle for you to drive.

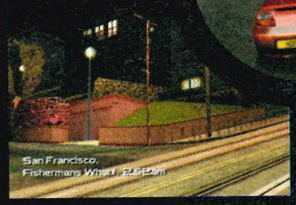
Firstly, you'll have to go to the garage where you'll be offered the choice of a FIAT Barchetta, a Mazda MX–5 or the MG MGF. You can select one to take for a test drive; we recommend the MG, partly due to the fact that it's British, but also because it'll see you through the early chapters very comfortably indeed.

As long as you are happy with the car, you then have to select an empty space in your garage and challenge for the right to own the car of your choice. When you've customised it to your liking, you'll be set a timed challenge based on a circuit from either London, San Francisco or Tokyo. Thankfully, you'll have unlimited time to race it around in the hope that you can beat the specified lap time. Once done, the car will be yours to race in the proper Street Racing section of the game – phew!



[1] Get ready to race in all kinds of different weather conditions! **[2]** Call us patriotic but we love the MGF – it will see you through the early chapters in style. **[3]** It might be sexy, but for our money it simply doesn't cut the mustard. It might suit your driving style though. **[4]** San Francisco Rush 08:45!





1 Hot Lap

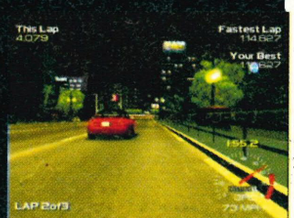
Here you will be literally racing against yourself (in the form of a ghost car) and the clock. You're set a time limit and are expected to beat that time if you want to earn points to progress further into the game. There are, however, two types of Hot Lap challenges. The first is just a simple 'beat a single lap time to earn the points'. The second is slightly more challenging in that you'll be given an average lap time, taken from all the laps you have to do. This means that you'll have to maintain a constant time across all of the laps – one lapse of concentration could lead to a failed challenge.

Top Tips:

When trying to beat a single lap time, it is best, where possible, to achieve this time in the first lap. Once you've done that, use the remaining laps to pull Kudos-earning skids or, if you are an amateur driver, take the rest of the laps nice and easy. Obviously, earning much-needed Kudos points would be best, but there is a temptation to steam around the laps unnecessarily fast which may incur penalties that will lower your overall score. Basically, if you are not an expert, take it easy!

2 Timed Run

Similar to the Hot Lap challenges, except that here you'll have a set time to complete a number of laps rather than a lap time to beat. Again, you are racing against yourself and the clock. As if that weren't enough, each of these courses is littered with a brace of slow-moving (see also: law-abiding) drivers. You cannot hit these cars, even if they get in your way! Doing so will earn you penalty points that will prevent you from earning the highest number of points available to you.

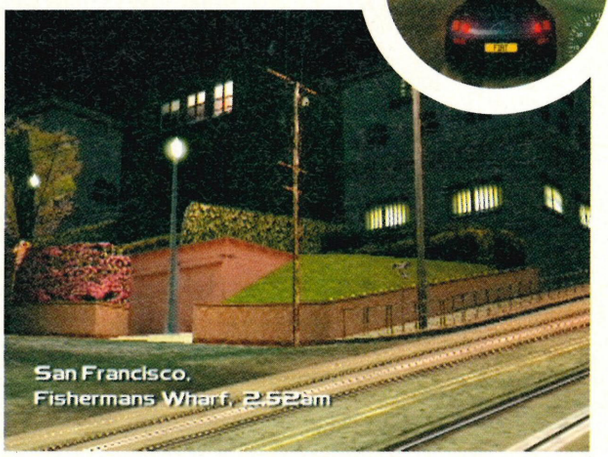


Top Tips:

The key to success on these challenges is to learn the courses first. Some of the longer courses have some tricky tight bends that will cause you problems lap after lap, slowing you down and preventing you from completing the challenge.

Style Challenge

With 25 chapters (themselves each with ten chapters), *Metropolis Street Racer* will take the average gamer months to complete. However, with these helpful hints and tips, you should literally fly through the game.



Kudos Rating

KUDOS ['kju:dos] n.

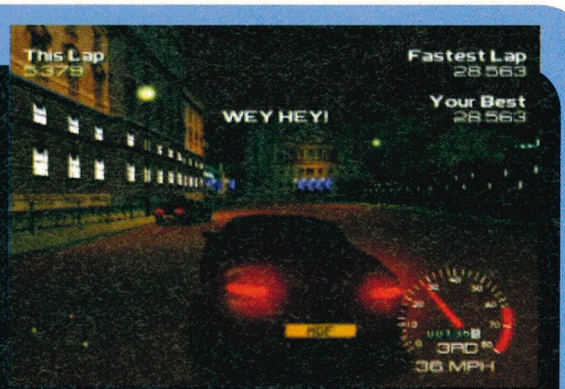
1. **Respect given to a skilled individual.**
2. **Praise bestowed for status achieved.**
3. **Honour bestowed upon the ultimate winner.**

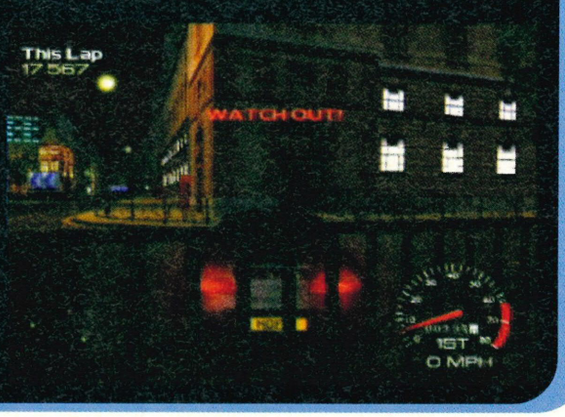
(From Greek: 'magical glory')

The mainstay of the game is the Kudos rating. Sure you can just race. But the game proper is about proving your worth as a racer, battling through the 250 stages until you have the highest score possible and thus becoming the ultimate driver. Every challenge is rated not only on your skill level, but also upon just how stylish a driver you are. Here's how to boost those Kudos points to make completing the game just that little bit easier.

1 Hand Job

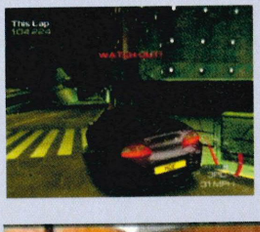
Cornering is one of the single most important skills that you'll need to acquire. Not only will it shave vital seconds off your lap times, but if you can pull off a cool handbrake turn, you'll earn even more style points. Unlike most driving games, where touching the handbrake instantly gratifies you with a perfect handbrake turn, *M-SR* is a little bit more difficult (see also: realistic). Pressing the A button at high speeds will fish-tail your car and you'll swerve all over, hitting the side of the track and ultimately coming to a standstill. This is not good. The secret to a good handbrake turn is to dab the brake a little before you use the handbrake. This will slow the car down enough to make the skid much more controllable (don't forget to steer into the skid!). In time you should be able to take every tight corner with ease, without hitting barriers, to earn you those all-important style points.

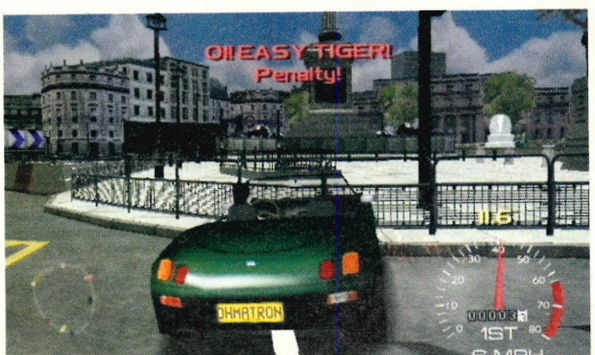


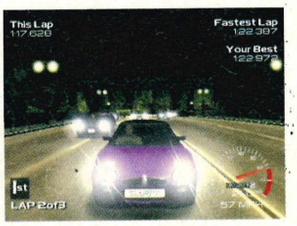


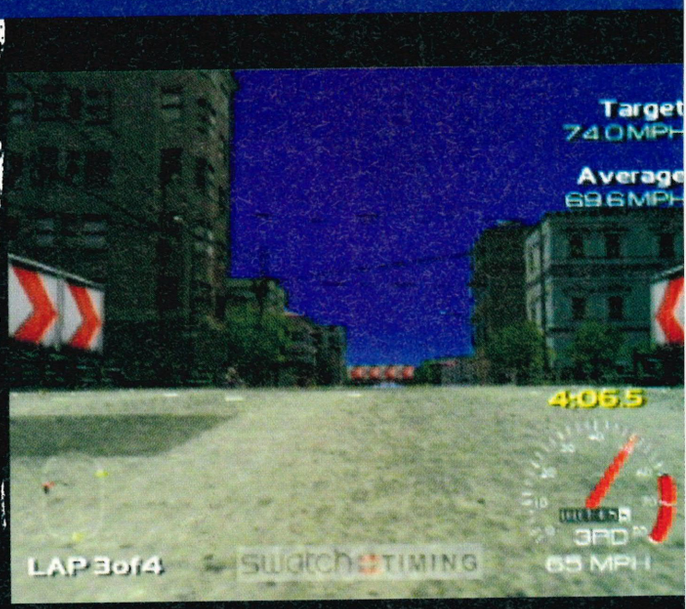
2 No Bumpin' And Grindin'

'Okay, so you can beat the challenges and get first place in every race, but that's still not enough! Not only will you be awarded points for driving well and performing the task, but you'll also be penalised for shoddy driving. Clipping kerbs, slamming into walls and colliding with any other vehicles will incur a penalty. Damn it, if other racers hit you, you get penalised! It might not seem fair, and occasionally you'll have to make contact with something that you shouldn't, but you have to drive with due care and attention to gain the most points. Minimise this problem by practising each circuit before you attempt the challenge: that way no corner will surprise you and you'll be able to concentrate less on the circuit and more on completing the challenge.







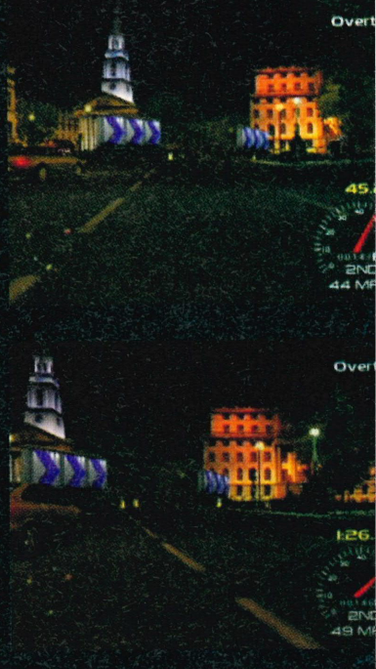


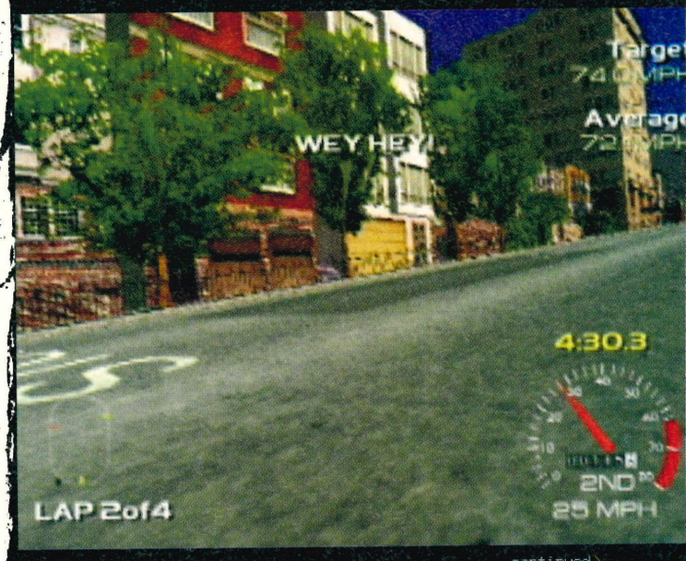
3 Challenge

These kinds of tests try to combine all the skills that you have garnered whilst playing the game. These can range from overtaking as many cars as you can within a set time limit, to more challenging tests like maintaining a high average speed over four or more laps.

Top Tips:

You're very much on your own here, due to the variety of the challenges. Nonetheless, the usual rules apply: learn the circuit first, avoid any traffic and watch the score tally, speedometer or clock that appears on screen. This will enable you to monitor your progress and make sure that you don't fail.





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players' guide

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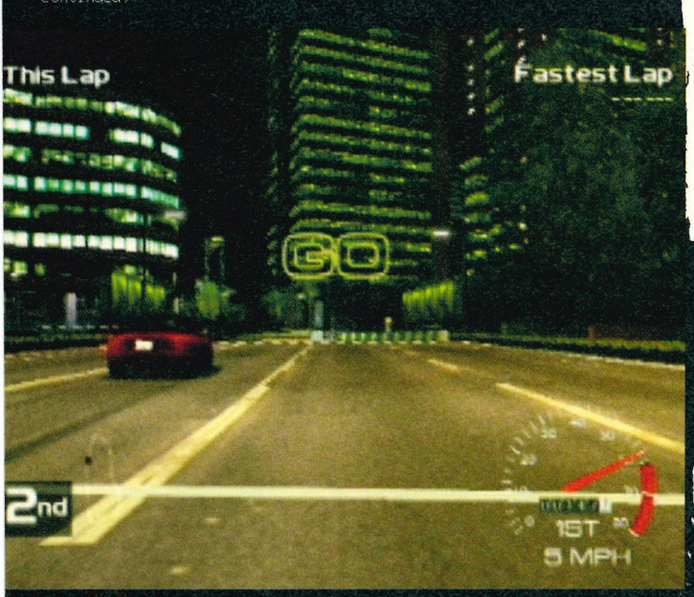


4 One On One

Here you finally get to race against someone other than yourself, but it's certainly no pushover! The key to earning points here is to give your opponent a head start. This'll boost up your skill points grading at the end of the race.

Top Tips:

Some of the circuits are relatively small, which means that giving your opponent a massive head start is virtual suicide. So check out first just how big they are, so that you don't throw the race away before you've even started.

Beginners should be able to give their rival about two seconds head start, which will still earn you even greater skill points but will also allow you to get nicely ahead of your opponent at the earliest opportunity.

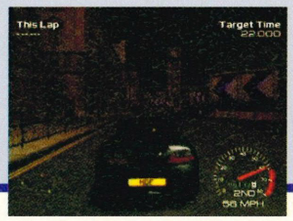
Once ahead of your rival, keep pressing the 'Y' button to monitor where your opponent is. This is important for two reasons: firstly you'll know how far ahead you are (obviously), and secondly, you'll be able to swerve around to make sure that he can't overtake.

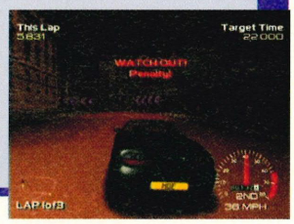
Check the route taken by your opponent. Your rival will pretty much opt for the best route available, and it's worth learning which lane to race or find out the racing line to use on corners. By doing so, you'll also be able to follow that route when you're ahead of him, which should help to stop him getting past you.

Mastering the art of the handbrake turn is a must. Your opponents will tend to slow down and take corners properly, which is a relatively time-consuming process. However, by performing the handbrake turn, you can shave precious seconds off your lap times and, when particularly close to your opponent, you should be able to squeeze past them.

3 The Par's The Star!

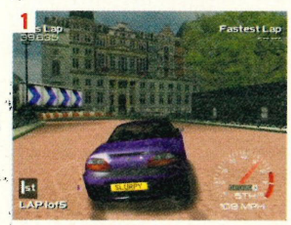
Every challenge that you undertake will have some kind of limit, be it time allowed to complete it or number of cars that you need to overtake. More often than not there'll be a par rating for the car, which tells you what you should be able to achieve for that vehicle. However, as you progress through the game, you'll find that you can beat the so-called par rating for the stage. If you can do so and have lowered the limits accordingly before you start the challenge (see screenshot), you'll be rewarded handsomely. We recommend that you check out the Hot Lap stages, especially those with short circuits. Here, with practise, you'll be able to smash those par times with ease and earn massive amounts of Kudos points!

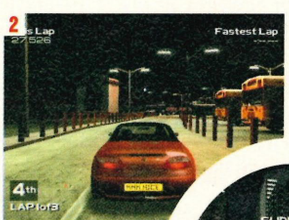


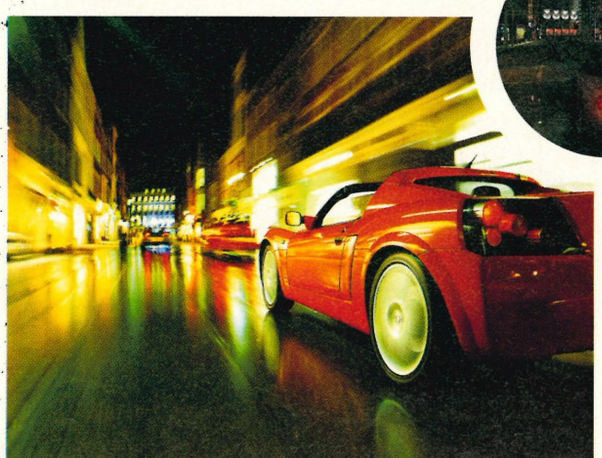


4 It's A Knockout!

Periodically, you'll be awarded a Joker. For those of you who remember *It's a Knockout*, you'll know how this works. With every challenge you attempt, you are always offered the chance to play the Joker; should you then be successful, you'll get double the points you earn. However, should you fail, you'll be penalised twice as hard, so think carefully about how you use Jokers. We'd recommend that you use them in conjunction with any stage that you know you can complete below the par rating (see above). If you can do this, you can earn easily earn more than 500 points. Which is nice...







[1] With skids comes Kudos points!
[2] Better get your skates on if you want to win the race.

5 What Car

As you progress through the game, you'll be offered the chance to improve your status by upgrading your car. Just because you are offered a car though, it doesn't mean that you have to take it. Every time you earn a new car, make sure that you test-drive it first. It may be that there's little difference between the car(s) you have in your garage and the one you are offered. It may be the car you already have is best suited to your style of driving. If you change your car you might have to change how you drive, which could cause you serious problems in the pursuit of Kudos. You have been warned!

5 Street Race

More opponents and more danger! The penultimate challenges are against increasing numbers of opponents. The way to earn points is to correctly guess which position you'll place at the end of the race. Of course, the greatest number of points is to be had from gaining first place, which will take some practice!

Top Tips:

With the right car, a knowledge of the track and the skills that you have learned whilst playing the game, you should be able to place first every time. Street Race challenges are basically the same as the Head To Head challenges, so use the tips and skills learned there (just remember that there are more opponents this time). Don't expect to win initially, but it's certainly worth playing the levels over and over again until you do so – the points that you'll earn will be vital in later levels. Perseverance is definitely the key to success.

BEAT THESE TIMES!

So, you reckon that *M-SR* is a bit of a doddle? We asked Bizarre Creations' Kevin Reilly to send us his favourite lap times and circuits. See if you can beat these – with the same cars, of course!

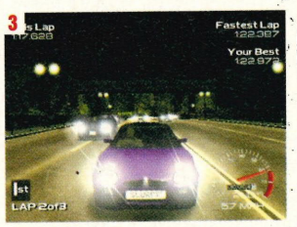
Chapter 1 Hot Lap – Stage 2
Track: Great George Street East II (St James Park, short)
Car used: Miata
Time: 17.802

Chapter 5 Hot Lap – Stage 1
Track: Trafalgar East (Trafalgar, short)
Car used: Peugeot 206
Time: 17.030

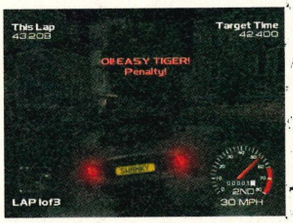
Chapter 10 Hot Lap – Stage 1
Track: Houses Of Parliament South (Westminster, short)
Car used: Alfa 156
Time: 25.869

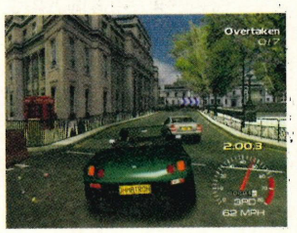
Chapter 13 Hot Lap – Stage 2
Track: Embarcadero East (Fisherman's Wharf, medium)
Car used: TT Coupe
Time: 48.243

Chapter 16 Hot Lap – Stage 2
Track: Chuo-Dori Higashi (Shinjuku, short)
Car used: FTO
Time: 29.801



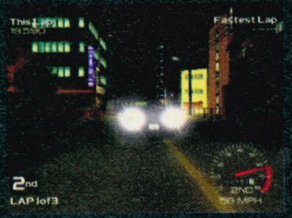
[3] When you are ahead, always check where your rivals are. That way they won't overtake you!





6 Championship

After you have waded through the other nine challenges in the chapter, this is the ultimate test of your skills. Essentially this is the same format as the Street Race challenge, but with points awarded for the position you finish the race in. However, the stakes are higher because you have to race more than one circuit and accurately predict how many points you'll accrue. Again it's worth replaying this challenge over and over until you win all the races and attain the most points.



Top Tips:

Everything you have learned in every other challenge will be necessary here if you want to be successful.

walkthrough

HALF-LIFE

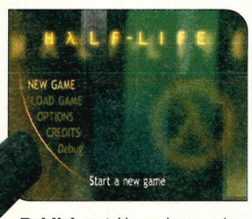
essential information>

Dreamcast magazine says

"The sound effects are crisp and the screams will send shivers down your spine!"

essential information>

Half-Life



Publisher	Havas Interactive
Developer	Gearbox Software
Origin	USA
Price	£39.99
Genre	Shoot-'em-up
Release	December 6

one player

vibration pack

keyboard

mouse

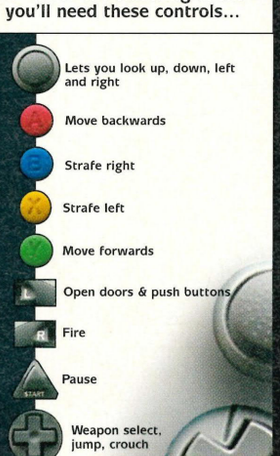
visual memory

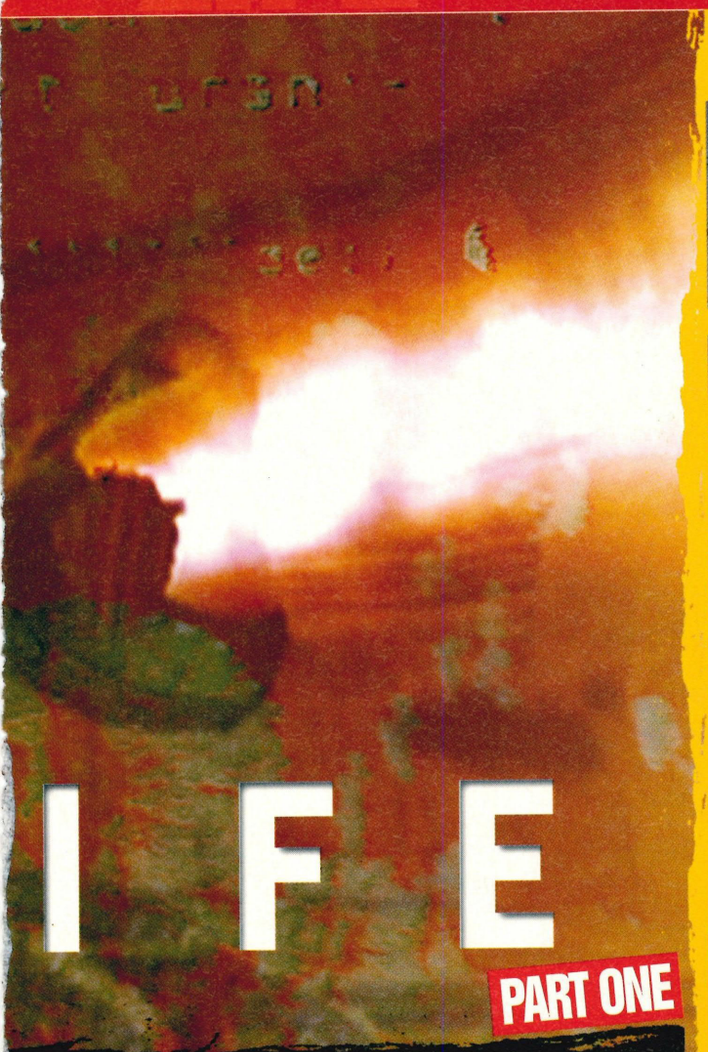
VM information

Save position	Y
Logo during play	Y
Mini-game	N

CONTROLS

To successfully wipe out all of the slavering aliens you'll need these controls...

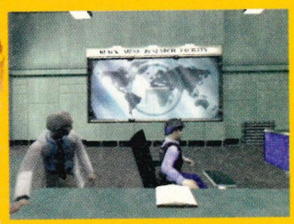




LIFE

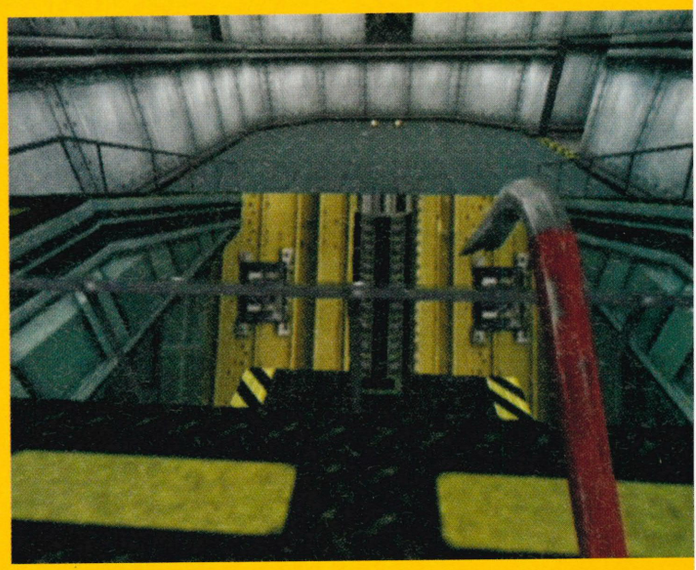
PART ONE

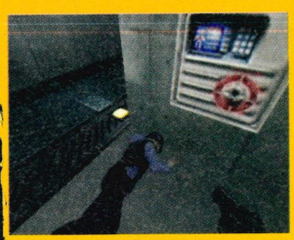
One of the most anticipated games on the Dreamcast finally makes it to the shelves, and guess what? It's rock hard! This game is so vast that we've only had space to print the first half – you'll have to hang on in there for the rest!



LEVEL 1: Anomalous Materials

Once you have arrived via the Black Mesa train, you'll be let into the research area by a security guard. On the wall to your right are three lines: green, blue and red. Follow the green line to Personnel Facilities. Hit the middle button on the console and pick up the HEV – there is a Battery for it in your locker. Now follow the blue line to the Anomalous Materials Lab. You'll pass several groups of scientists along the way: listen to their conversations to get a real flavour of the atmosphere. Go down to the next level by using the lift, and follow the corridors. You will be let into the 'Barrel'. Once you are in here, follow the instructions you are given. Climb up the ladder and switch on the beam. Insert the Pure Sample of the Mineral into the beam and stand back to watch the inter-dimensional tear.

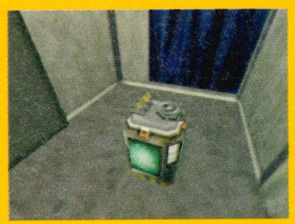




toptip

Extra Information>

> Although you will pick up the Handgun, the Crowbar is far more appropriate because of its speed and agility.



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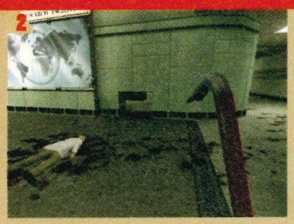
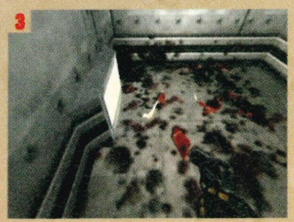
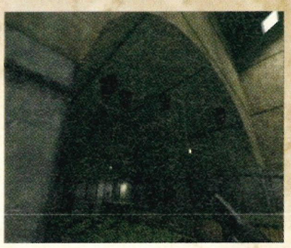
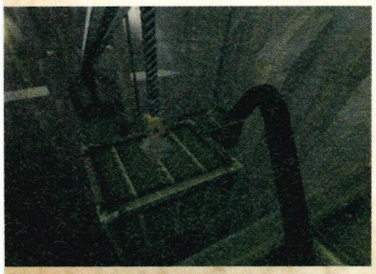
walkthrough





[1] These zombies were once scientists. What a way to go! [2] A trail of sticky blood leads to this fellow. What could've dragged him this far? I think I'd rather not know! [3] Why can't people just clean up after themselves? It's very simple – if you're going to eat someone, don't leave body parts lying around!





LEVEL 2: Unforeseen Consequences

Dodge the electric beams that are hemming you in and escape through the semi-open door. The scientist is dead – switch the Retinal Scanner off and open the door. Go through the alien Pod Room and ask the scientist to open the locked door. Duck to avoid the energy beams, which will blast the door open. Quickly run through, and past the alien avoiding the lasers in the next room. Pick up the Crowbar and use it to smash through the glass. The lift will crash down to the floor, killing the people inside. Smash through the door and climb up to the next level. Help the guard out by killing the zombies. The next corridor holds two more zombies and a Hugger. Go to the locker room and grab the Clips from the open locker – there is also another Battery in your locker. Go back to the reception – there is a hole in the wall. Crawl through here into the computer room, kill the beasts and jump up onto the fallen computer. From here you can jump to another computer and crawl out through the hole in the wall. A scientist is desperately trying to get away from a Hugger – unfortunately, you can't help him. Go through to the next room and get the Handgun from the guard. Crawl through the doorway.

The next area holds a new enemy with a shock-wave attack, so keep your distance and use your gun. Take out the Huggers and drop down into the hole. Find the Valve-Wheel and turn it. The pipe will begin to fill with water, at which point you'll need to quickly find the other exit. This will bring you back up on the other side of the grating. Kill the zombie and go to the large lift. Pull the lever and hop onto the lift. Once at the bottom, take out the alien and smash the crates to receive a gun. Go along the corridor and watch the platform collapse as the alien lands on it. You'll need to use the pipes to get to the platform in the corner. Use the Crowbar to break open the Grid. Go through and smash the Grid that leads down to the ladder. Open the door and go out into the main corridor. Smash the crates and go back into the room. Go down the ladder and come out into the lower sewers. Take out the alien on the other side and shoot the aliens that are hanging from the ceiling. Go through the holes in the wall and climb up to the doorway. Go through and you'll be on the other side of the sewer. Go through to the crate-winch area. Climb up to the top and use the crates to get to the other side. Follow the corridor and climb up the ladder. You'll now be on the other side of the gap that spanned the lower sewers. Jump into the lift and go up.

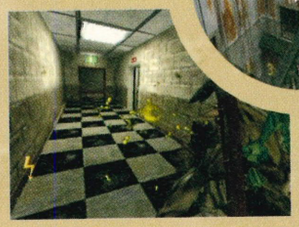
LEVEL 3: Office Complex

Take out the Hugger in the corridor and look through the grate in the closed doors. The scientists have found someone to help them...or have they? Carefully make your way past the electric cable and smash through the grate on the wall. Go in and turn left. Follow the tunnel to the fan-duct. Let the fan kill the Huggers and collect the Clip from the guard. The alternative route in this passage will take you into the room where the scientists were 'escaping.' Take out the hanging creatures and speak to the survivor. Go into the room and hit the switch. Exit through the big doors and go to the end of the corridor. Jump through the window and follow the corridor round to the storage area. Grab the Shotgun and Ammo from the crate and save the guard from the zombie. In return, he'll let you in to the cage to collect some extra Ammo!

Go back to the place where you jumped in through the window. There is another window to go through near here. The floor is flooded and thus electrified. Take out the Hugger and keep off the ground! There is a First Aid Kit (Health) on the opposite side. Smash through the grate and take out the Huggers. Follow the tunnel and duck to get past the fan. The floor will collapse and you'll drop down into a corridor. Use the crates to get up to the ladder. Climb up, blast through the grate in the floor and then go through the grate in the wall. A scientist is being chased by a horde of Huggers! Get into a corner and blast them all to hell! Smash through the crates and hit the switch under the raised platform. Follow the scientist through to another storage area. Collect the Ammo and open the door, just in case! Now, go back to where the Huggers came from and go up the stairs. Talk to the guard and go along the corridor. Laugh heartily as the stupid scientists get mashed into dinner-pulp!

You will be ambushed in the next room by six or seven large aliens – stay out of range of their electricity attack and use the Shotgun on them. Explore the various rooms and go through to the scientist. Take out the hanging creature and head up the stairs. There's a security gun at the top, along with three Huggers! Lure the aliens out of the next corridor and take them out by shooting the

[1] A couple of heavy blows from the Crowbar will sort this squid-like creature out for good. [2] You'll need to hide behind one of the vending machines until these guys have 'vented' their anger. Stay away from their electricity attack.



explosives crate. Talk to the guard and collect the Grenades from the bottom of the ramp. There are three aliens hiding down here. Go up the ramp and into the room that's full of dead scientists. Clear it out, then go through to the Cold Storage and clear it out. Hit the lever to start the platform moving. Go back to the first room of the Cold Storage and climb up the ladder. Smash the air duct and make your way through. Use the moving platform to cross the gap. The crates on the platform hold Batteries, so don't forget to smash them! Go to the end of the darkened corridor and drop down to the dead guard. Grab the Clip and the Battery and exit via the far end of the corridor.

There are four hanging aliens in the next room. Blast them with the Shotgun to make them throw up their innards, then climb to the top of the ventilation system. Use your Flashlight to find your way through the shaft. Save the scientist and talk to the guard. Head up the stairs and save yet another scientist, before blasting the two zombies. Grab the items from the room and go to the end of the corridor. The lift shaft is empty, so you'll have to jump across to the ladder. Make your way up the system of ladders and laugh at the incompetent scientist! Get onto the lift and break open the hatch. In you go!

LEVEL 4
We've Got Hostiles

Recharge your HEV and your health at the relevant points. You can't help the guard and, frustratingly, you can't get to the Ammo! When you go past the fire alarm, shoot it to trigger the emergency doors – make sure you're through before you do it! The lasers trigger the security gun – take out the enemies and get a pillar between the gun and yourself. Two or three shots from the Shotgun should take it out. Smash the crates for some valuable items and make your way into the next room. Push the crate as close to the laser as you can (without touching it) and use it to get over. Crawl under the next laser and take out the aliens. You can use the vending machines as cover. Go down the ramp and take out the security guns. Two aliens will ambush you from behind – shoot the barrels to see them off. Eventually, you'll get to an area where a group of rebel marines will attack you. Use the explosive barrels to your advantage.

The marines will continue to come at you throughout the level – keep your eyes open for them. Cross the walkway, avoiding the hanging aliens, and turn right at the top of the ramp. Take out the hanging aliens and walk along the conveyer belt. Use the crates to get up to the next conveyer belt, and go through to a room with another marine. Take him out, then take out the security guns that are below you. Be very careful not to hit the fire alarm! The marines have set up camp in the next big room. There's lots of cover in here, so you'll have nothing to worry about – just keep your eyes open for hanging aliens.

Jump into the lift and go up to the enclosure. Take out the marines and jump into the bunker. Open the hatch and take out the abseiling marines. Quickly make your way to the bottom and go through the vent. The series of passages leads to various closed-off areas with Ammo – exploration is the key. Eventually, you'll end up in the Security Room at the start of the level. Talk to the scientist and use the controls to get through the silo doors.

[1] Whilst exploding barrels can take out your enemies, they can also hurt a lot as well! [2] The marines are very intelligent – whatever you do, don't stand out in the open. Oooops! [3] Ammo! Grab it while you still can cos you're going to need it. Shotgun shells such as these are especially important.

walkthrough

continued>

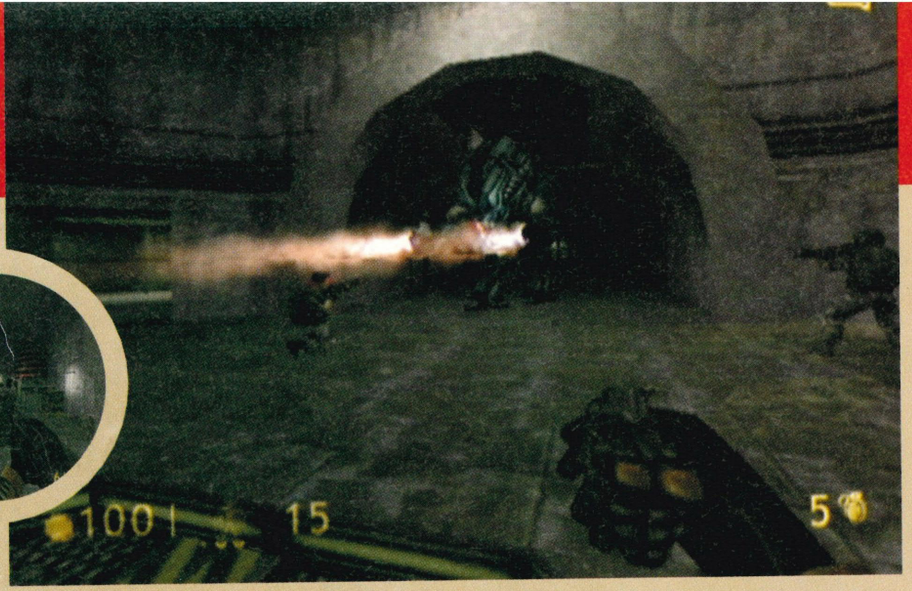
[1] This huge, green claw is just about to scrape up the scientist from his untimely grave. [2] Now that you've switched on the generator, get out of here before you get fried like that guy down there. [3] Inside the generator – only a crazy fool would stay in here for much longer. Speaking of which, we'd better be going. Nowwww!!!

LEVEL 5: Blast Pit

Use the Crowbar to break up the barricade. Take out the aliens and go up to the control panel. The room on your right contains a zombie and Health. Hit the switch on the panel and drop down to the escalator. Switch it on and go to the next floor down. Get on the railcar and ride it at full speed so that you smash through the barrier. Jump off and crawl under the pipes until you get to the ladder. Climb up it and drop into the hole in the pipe. Jump out of the other side and traverse the pipes to the far platform. The floor in the next warehouse is emitting radiation, so keep to the pipes. Jump onto the lift and hit the button. Destroy the aliens, and carry on along the walkway. One of the aliens will take part of the bridge with him – the gap's not too large, so just jump over it. Keep going until you get to the scientist – talk to him about how to get rid of the huge creature and go through to the control room. The engines won't fire without fuel and oxygen – the only way to stock up is to go around the creature.

Go up the ladder and stand in the doorway. Down to your left lies a stack of boxes. Chuck a grenade at them, as they are blocking the ladder. Jump down to the ladder and go down it. Chuck another grenade at the boarded up doorway and go through. Follow the corridor to the hole in the floor. Take out the two zombies and smash the grate. Drop down the hole and go left at the T-junction, keeping on the pipes at all times. Climb up the ladder and take out the zombies. Switch the fan on and quickly climb back up the ladder. Once the fan is spinning at full speed, it will have enough power to lift you to the top of the room. Simply jump over it to get a free ride! Smash through the boards and drop down to the passageway. Go into the Fuel Room and hit both the red buttons – oh, and you may want to kill the aliens that are jumping on your back! There is another ladder in this room that leads you back to the top of the long drop.

Go back to the room with the large monster and drop down to the level below. Smash through the boards and follow the corridor to the lift. Don't go down in it! Jump



over to the ladder and go down that way. Hit both power switches in the Generator Room – they can be found by climbing up the ladders to the central structure. Go back to the huge monster room – the flooded area is now electrified, so you'll have to make a bridge using the boxes. Go up to the main control room and turn on the engine. The blast will fry the creature, leaving a hole where it once was. Drop down into the hole and grab the Magnum from the guard at the bottom. Jump into the water and swim to the hidden exit. Climb down the ladders to the HEV/Health recharge units. Go back up the ladder and follow the pipes across the sea of radioactive waste. There is a hatch leading into one of the large pipes, but you won't be able to reach the hole in the wire from here. Instead, jump from the top of the pipe. Follow the pipe for a while – at one point it will collapse, dropping you into a room with a Hugger and lots of Health. Follow the corridor to the next section.

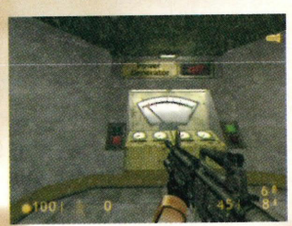
LEVEL 6: Power Up

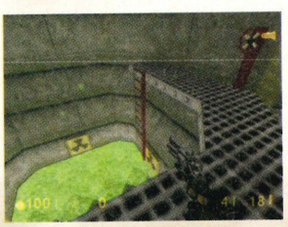
There's a lot of firing going on up ahead. On closer inspection, you'll find a huge creature with an impenetrable exoskeleton. Use the marines as a distraction and run to the opposite side of the room. The next corridor has some aliens in – shoot the barrels to take them out. One of the corridors is blocked, so go the other way. Several encounters later, you'll will arrive at the Track Control Room. Talk to the guard but don't pull the main lever. Exit the room, drop down and follow the corridor. There are a bunch of Huggers about, as well as two aliens who will destroy themselves!

From here on, you're into the marines' hideout. Climb up the ladders – there are four or five marines wandering about. Be extremely careful from this point onwards. Just around the corner is the Central Camp – it holds at least 20 marines! Use the crates for cover and shoot the explosives for maximum impact. After removing all the marines, jump into the lift and go down to the maintenance area. One of the fans is not working – go down the stairs and remove the crates that are causing the problem. Use your Crowbar to kill the worms. Go back up and switch on the fan. An electrical current will periodically jump across the exit to the room – figure out the pattern and get past it. There are some more marines in the encampment – deal with them and collect any Health that you need from the crates that are lying around.

Backtrack to the area where the huge creature is. Run down the large tunnel on your left – don't stop, as the creature is chasing you! Go up to the control panel at the end of the tunnel and hit the lever. The generators will make short work of your opponent. Use the door nearby to go around the generators. Head back to the main room and jump into the railcar. Drive it to the middle and use the lever in the Track Control Room to rotate the hub. Smash through the barrier.

1





[1] This huge monster is about to be blown apart after being lured into the electrical field. [2] Blow up these barrels from a distance – it'll kill the enemies at the far end and make your job easier. [3] The current is arcing across the gap between the generators. [4] This guy really needs to learn some manners...and brush his teeth!

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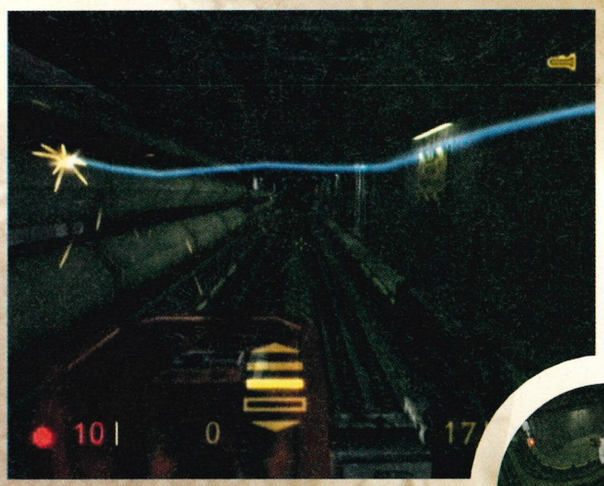
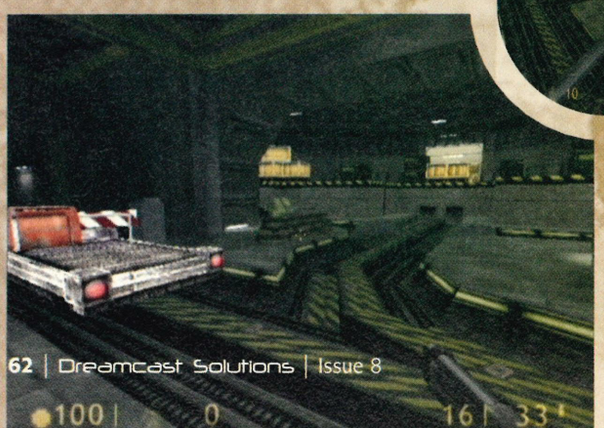




LEVEL 7: On A Rail

Stop at the barrier. Jump off and hit the switch to raise it. Drive onto the lift and go down. Drive along the corridor – the second switch will take you right and you need to go straight on, so shoot it from a distance. When you get to the platform with an alien on your right, stop the car and jump off. Grab the Health, kill the alien and kill the hanging aliens who are lurking above the track. Smash the crates on the other side of the room and jump back on to the car. Go straight over at the next crossroads and stop at the next platform. Take out the aliens and go up the stairs. There is a security gun behind the crates, so be ready for it. Finally, pull the lever to move the obstruction. Carry on in the car – there is a live wire hanging from the ceiling just ahead – duck to avoid it. Shoot the switch on your left so that the car turns left. Take out the three aliens and prepare yourself for more marines!

The marines will surround you as you go up the lift – jump off at the first opportunity and take them out one by one. Once at the top, pull the lever to open the blockade. Go up the stairs and clear out the upper floor. Go down the stairs at the other end and take out the marine. Under the stairs is a crate. Shoot it to find a secret passageway and go straight on. Once you run out of places to go, return to the car and drive on.

At the next fork, stop the car and investigate the platform to your left. Take out the alien and go up the stairs. A marine is guarding an HEV point. After charging, go back to the car. There are some trip-lasers further on, which you'll have to jump over. When you get to the end of the track, jump off and kill the marines. The aliens are having a fight with the marines in the next room. Let them kill each other before you go in to clear up. Break through the boarded doorway and speak to the guard. There is a marine firing a chain gun around the corner. When you get a chance, jump over to it and chuck a grenade into the bunker. Go up to the blast doors and crawl under the trip-lasers. Go down the ladder and shoot the marine.

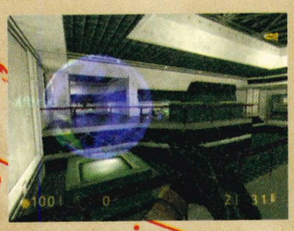
The next set of blast doors will take you through to another railcar. Check behind the office for an HEV recharge point. Keep going and clear out all the areas that you come to. Pull the lever to open the barrier and stop the marine from pushing the detonator. Backtrack to where the other marine sped off on the railcar and follow him. Another barrier will have stopped him further up. Take him out and prepare yourself for a challenging confrontation. Push yourself up against the right-hand wall – quickly pop out and pump a grenade into the bunker. Once the bunker has been cleared, use the Magnum to take out the

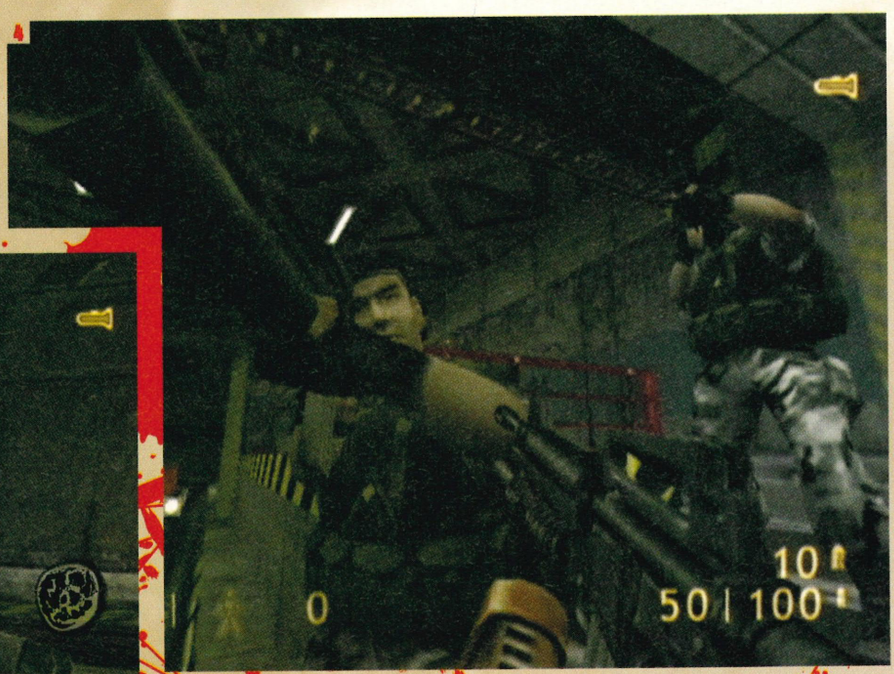
marines on the platform above. They will work as a team, using their grenades to great effect. Your best bet is to stay out of the way and pick them off from a distance. Hit the barrier switch and jump onto the car. Let the train go up in the elevator but don't go up yourself. Grab the Remote Mines from the crates and place one in the lift. Send it up and detonate it. Now go up yourself and climb up the ladder to the railcar.

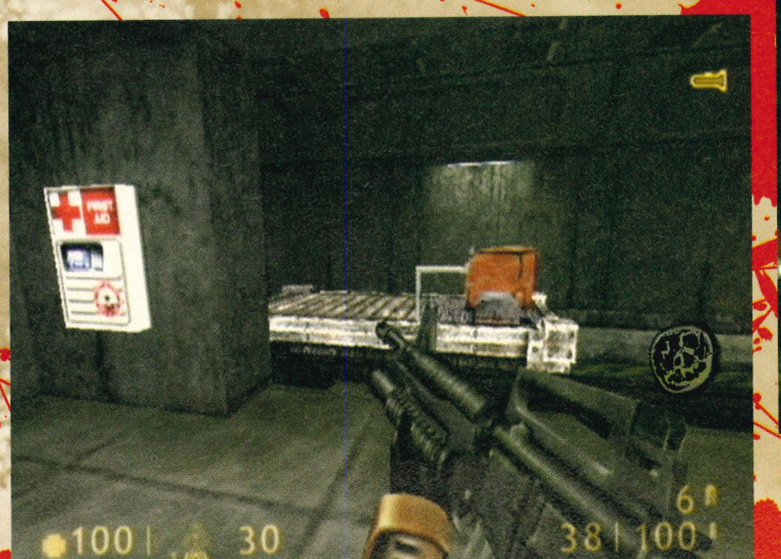
When you get to the crate transport area, stop the car. There are two marines hiding behind the crates, so chuck a grenade in their direction. Carry on in the car – duck to get past the crates, otherwise you'll get knocked off. At the top of the incline, stop the car again and take out the two security guns. There is a rocket-launching marine around the corner – keep down until you get close enough to remove him. Around the next corner, electricity is arcing across the track – duck to avoid it. Shoot the switch and stop at the end of the track. The lift has been destroyed, so you'll have to use the ladder. At the bottom of the ladder is a trip laser. Jump over it and take out the two zombies who are waiting in the Office. Use the Magnum to knock down the four security guns and continue on foot. A marine bunker is just around the corner. Chuck a grenade into the bunker and take out the second marine in whatever way you see fit. Collect the Health on your way through.

As you turn the corner, you'll find yourself outside. Chuck a grenade to take out two of the marines. Go down the stairs and turn left. Look straight ahead to the top of the rock face. There is a very well camouflaged hideout up there and a marine around the corner. Take out the marine and throw a grenade up to the hideout. Go through the blast doors. Behind them are three marines. They have grenades, so standing behind the wall isn't always an option. Collect the Ammo and the Health from one of the bunkers, and go through the next set of blast doors. Push the single crate up against the other crates and use them to get up to the platform without tripping the lasers. There are two marines on the other side along with a number of dead scientists. Find the control room and launch the missile. Return to the main blast doors and one of the large doors will now be open. Go down the ladder and collect the items. Jump onto the red railcar and move on!

[1] Hello, anyone there? Nope, this guy is well and truly spaced out. Either that or his mask is really steamed up. **[2]** Three at once!? It's time to get the Magnum out. **[3]** From this vantage point you can see the whole area below you. Impressive, huh? **[4]** Erm...this guy doesn't have a mask on and he still can't see me. What's going on?







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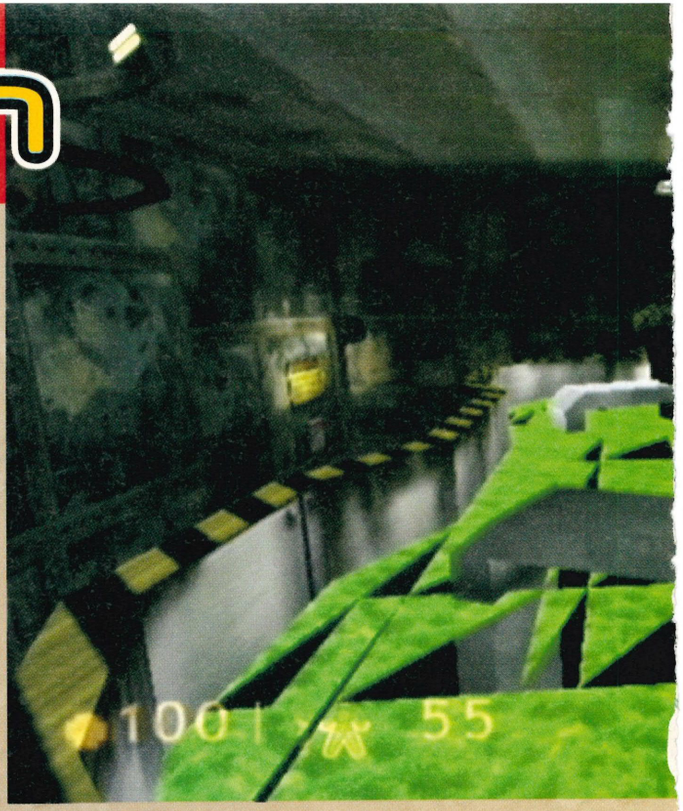

LEVEL 8: Apprehension

Get the train going at full speed and quickly jump off. The train will be derailed and will crash through the wall and into a pool of water below. Take out the marines and drop down to the platform below. Follow the corridor and kill the zombie. There is another zombie at the bottom of the stairs. Collect the Ammo and go back up. Drop into the water around the fallen Watchtower and sink to the bottom. Go through the door and follow the corridor until you come out in the cage room. There is a huge fish in the pool, which needs to be removed. Follow the walkway and talk to the scientist. Drop down into the cage and quickly kill the fish. Swim out of the cage and swim up to get some air. Go back down and find the valve wheel. Turn it to open the grate, and swim through. Keep going and kill all the hanging aliens. Be ready for the two aliens that teleport in. Jump across the gaps – the bridges will crumble under your feet, but if you align yourself in the exact centre of the platform, you'll be okay. Kill the alien and drop into the water on the other side of the fence. Swim through the corridor and take out the aliens on the other side. Go up the stairs and turn on the

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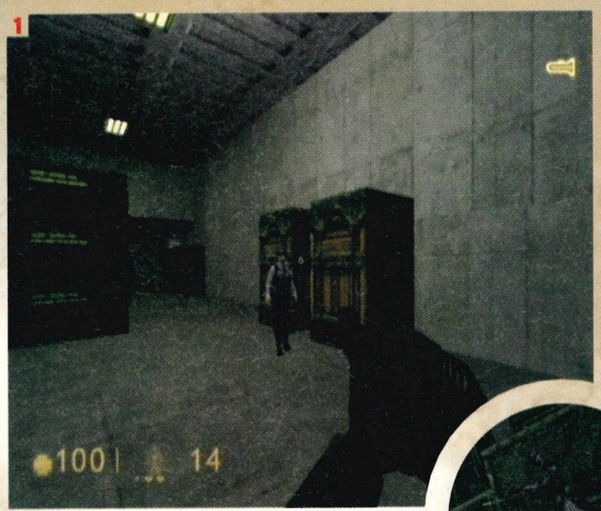

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[1] Quick, talk to this guard before he gets picked off by the special troops. [2] Damned zombies! Granted they're slow, but they tend to creep up on you. [3] There's a huge fish in this tank and it won't hesitate to rip you apart! Now I wonder if I can use that shark cage for something? [4] Man, you are ugly. Reminds me of that girl I, um, I mean, my friend kissed the other night! Phew, that was close!

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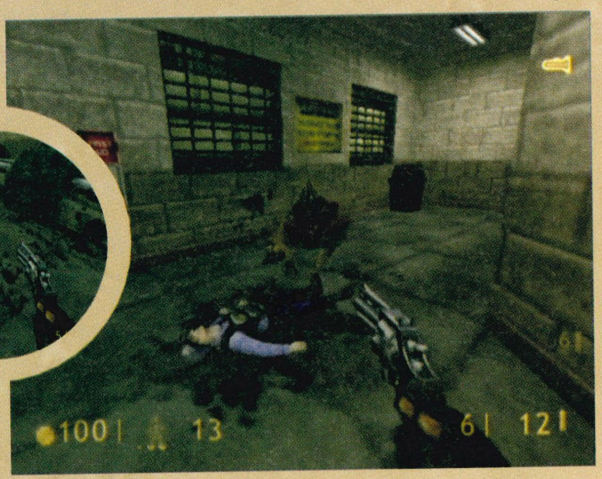

[1] I've got a leg. Anyone lost a leg, anyone at all? No? I'll have it then. **[2]** This place really does stink! It looks like that tank is the only way out – hold your breath, we're going in. **[3]** This guard is on your side. He's being attacked by aliens so you'd better save him. He does have a key after all.

pistons. They can be used to get to the other side. Go to the Computer Room and take out the aliens. Talk to the scientist and head for the Freezer. The Freezers are so cold that they'll suck away at your energy. There are several aliens in here: kill them and find the ladder to get out.

The next couple of corridors have aliens waiting in ambush. Be ready for them and use the boxes for cover. There are several more aliens in this corridor, so watch your back. Jump onto the lift at the end and go up. The guard will be taken out mid-speech – what was he trying to tell you? It turns out that there are special ops forces in this level. They are extremely fast and deadly accurate. If you have to stop at any point, make sure that you're backed up into a corner and that you can see ahead of you. There's no point in trying to take these girls out from a distance – by the time you've aimed, they'll be long gone. The best way to nail them is to chase them. Even though they're a lot faster than you, after every couple of seconds they'll stop to shoot at you. Once you've caught up with them, one blast from the Shotgun will finish them off. There are three in the first warehouse. Once they have been taken out, go up the ramp and pull the lever. This will open up the doors below you. Upon entering the new room, you're knocked out cold by an unseen enemy. You catch a glimpse of two marines carrying you off on a stretcher – when you come to, you're in a trash compactor. Use the boxes to get out of reach of the compactor's jaws and grab the Crowbar. Smash the drain and get out.

LEVEL 9: Residue Processing

Follow the gully until you get to the entrance to the Processing Plant. Turn the wheel and climb up the ladder. Drop into the tank and crawl through the passageway. There's a guard below you fending off some Huggers – he'll run off before you can get to him. Smash through the grating and drop down into the room. Follow the guard through to the maintenance area and find the tank with the ladder on it. Climb up and make your way across the tanks to the other side – don't fall in to the radioactive waste!

Crawl across the pipes and go through to the large tank. Drop down and unlock the maintenance access door. Climb back up and make your way across the tank. Drop into the crate room and collect all the goodies. Jump onto the conveyer belt and get ready to jump into the sludge! Swim through the hole and jump out. Walk around the filter section and jump back in again. Swim down through the hole, around the corner and under the next filter. There are two exits from here. One will take you up to a previous point in the level – you'll know if it's this one, as you'll come out of a small opening in the floor. The second will take you down a passageway and bring you out in a room with three conveyer belts. Find them both – the first is just as important as you can unlock one of the maintenance doors to create a short cut!

In the conveyer belt room, go into the Observation Room and take out the alien. Hit the switch to stop the crushers and unlock the maintenance door at the top of the stairs. Go back down and hit the central lever in the other room. Run down the steps and kill the alien. The crusher switch only works for a couple of seconds, so hit it again and jump onto the central conveyer belt. You'll have to negotiate your way through a series of pistons: just hold back and figure out the pattern before you go through. When you get to the trip lasers, either shoot them, or use your remote bombs on them. Avoid the crushers by jumping to and from the different conveyer belts. When you get to the end, jump through the crusher and jump over to the ladder.

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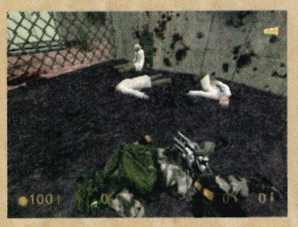
[1] The laser is aimed directly at the pen, which just happens to be full of aliens! [2] It looks like this guy is safely locked up. Still, it's probably best to stay away. You know what would happen in the movies, right? [3] Use the master laser to make a hole in the wall. It's the only way out, you see?



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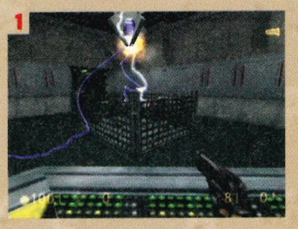


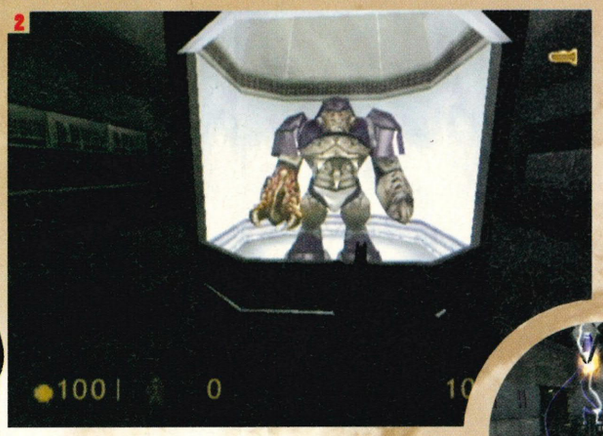
LEVEL 10: Questionable Ethics

Immediately take out the aliens in the room. Pick up the Ammo and shoot the conductor on the fence. When the gate opens, leave the room through the door. Shoot the protective casing on the control panel to release the monster. A couple of shots from the Magnum will bring him down. The next room has a pen holding a group of Huggers. Go into the control room and hit the switch to neutralise them.

There's a marine in the next corridor as well as a guard. Talk to the guard and keep going. There's a group of marines in the next room – you should know how to deal with them by now! Grab the Ammo from the counter and follow the corridor. All the other doors are sealed shut.

In the next laboratory, open the cages and use the laser to fry the Huggers. Carry on down the corridor and take out the two marines. Go into the third laboratory and pick up the Mines. Put them on the circular object on the floor. Go back into where you picked up the mines and go up the ramp. Shoot the mines on your left – this will trigger another monster to appear. Quickly shoot the mines that you laid to take him out. Some marines on your left will be fighting yet another monster. Leave them to kill him, then you can kill them!

Go down the next corridor and kill the marine. Smash the crates but leave the one that is



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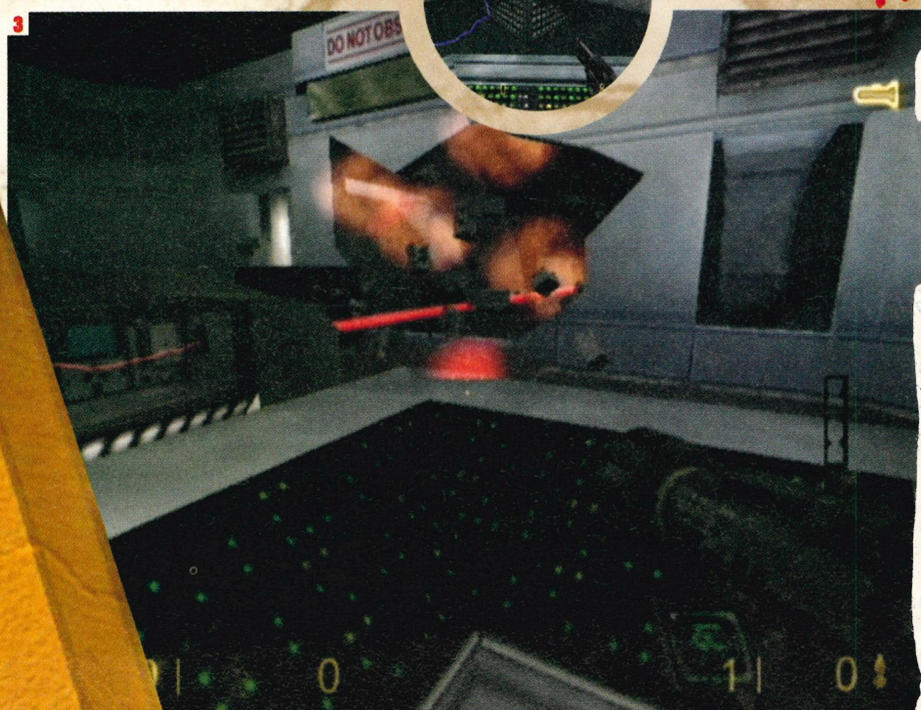

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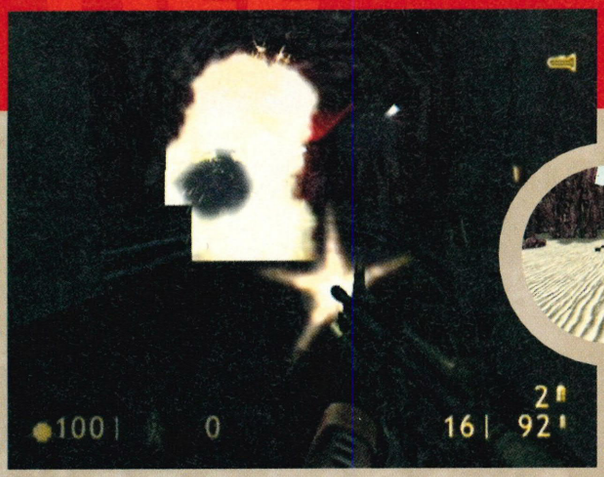
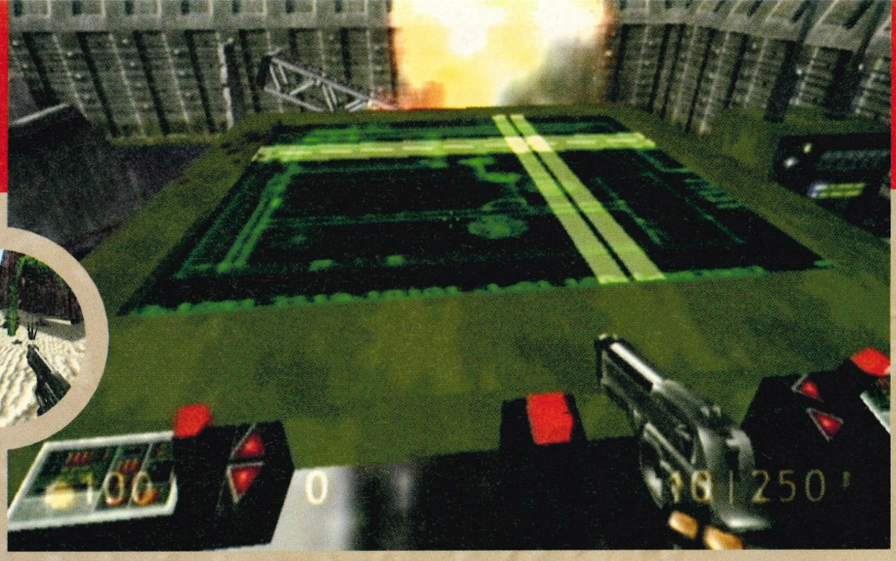




obviously booby-trapped. The glass cases will smash as you walk past them – have your pistol ready for the Huggers. Go up the stairs. Let the aliens chase after the marines – the latter will eventually finish them off, but it'll buy you some time. Clear the area of any remaining marines and switch on each of the four lasers. Then switch on the master laser. A protective screen will come down to absorb it. When the laser stops, push the crate under the screen to stop it coming down. Switch it on again and the laser will blast a hole in the wall. Jump down and smash the crates. There are three scientists on the other side of the door. Switch off the machine and get one of them to open the door. There's a marine and two security guns outside. Take them out and head for the blast doors.

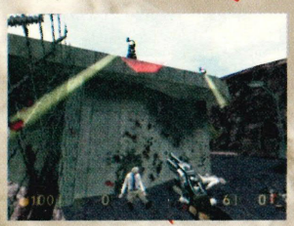
LEVEL 11: Surface Tension

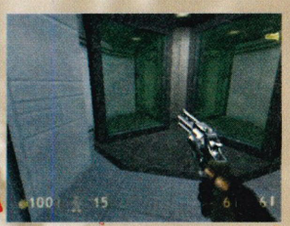
Use the bunkers to hide from the marines. Quickly pop up and shoot the barrels to take them out. The next section is being patrolled by a chopper. Get the Crowbar/Crossbow out and jump towards the tower. The chopper will have destroyed the bridge but there is a ladder leading up from the water. If you're feeling brave, you can take out the fish with your Crowbar. Climb up the ladder and hit the turbine switch. Dive back into the water and turn the valve wheel. Swim through the opening and follow the river until you get to the next platform. Climb up and go through the hole. Use the ladders to get up to the plateau – remember that the chopper is still around, so keep still until it flies over. To the left of the electric fence is a hole leading to the next area – there are a bunch of marines in here, but you're better off hiding behind a rock until the air-strike has killed them all.

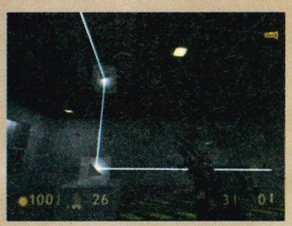
Go to the building in the corner and turn the Storm Drain handle. The Storm Drain can be found just past the mined area, which in turn leads off from the Storm Drain handle area. Follow the drain and you'll come out at the edge of a cliff face. A security gun will start firing at you immediately. It's down on the right. There is another below it. Drop down to the platform below and search the area. There are several marines about as well as the chopper. The lowest platform will take you to a storeroom and the highest will take you to the enemy trenches. When you get to the trenches, keep moving and keep chucking grenades up to the surface.

Once all the noise has died down a bit, climb up and use the Shotgun to finish off any stragglers. The tanks are very dangerous, so avoid them at all costs! Go around the first tank. Just before the second tank, there is a hole in the fence. Go through it to another Ammo store, guarded by two marines. Go past the second tank and through the sliding doors. A ship will drop a monster and an alien. Use the Magnum to be sure. The area is crawling with mines and trip lasers – be very careful where you step! Crawl under the barbed wire and shoot the barrels – this will destroy the Faulty Power Station. Jump onto the beam and make your way up to the roof. On the far side of the roof is a crack which you can drop in to. Talk to the scientist and smash your way out of the room.

This next section is quite tricky. The whole place is booby-trapped – the trip lasers are set out in such a way that if you set one off, the whole place will go up







[1] That helicopter is not bearing good news. It's about to air-strike you so get out of range or die! The door at the far end is locked – you have to jump off the dam. [2] The Crossbow is an extremely powerful weapon at any range, but at close range it'll take off a head. This alien doesn't realise how close he is to losing his! Never mind, he'll learn.

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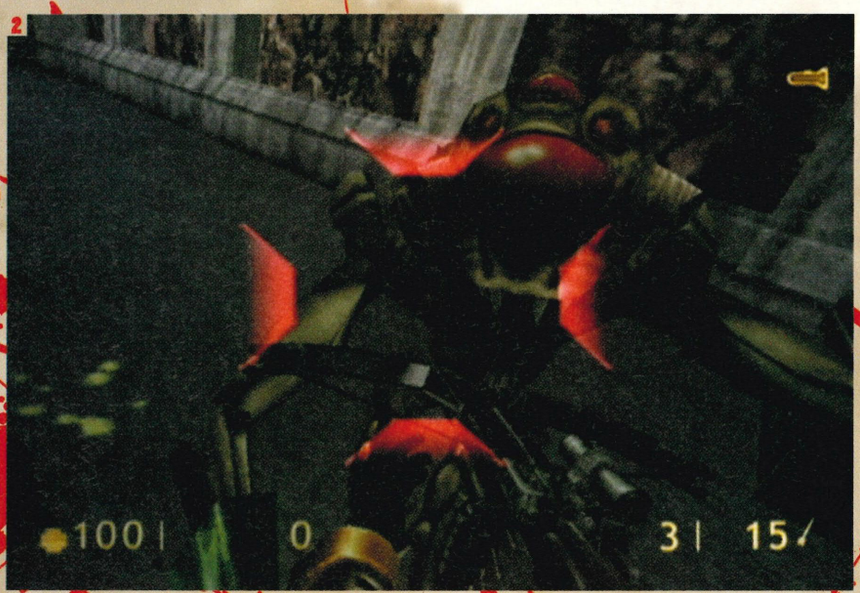

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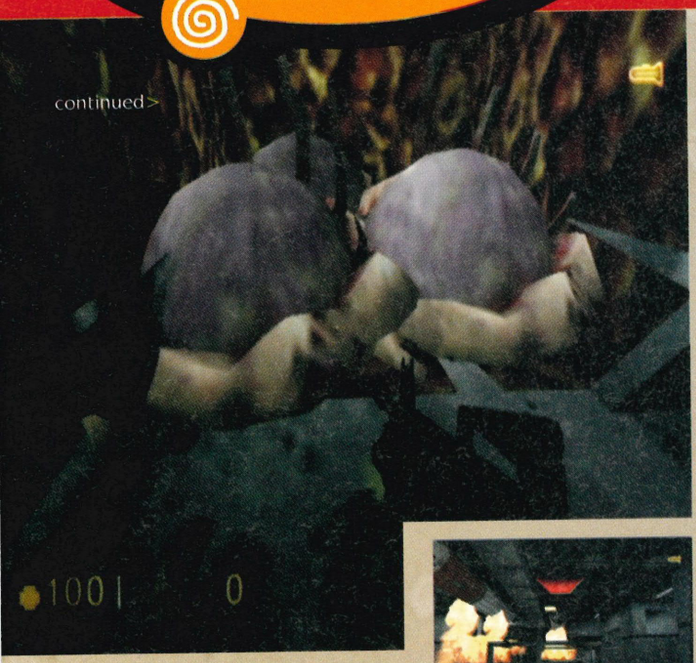
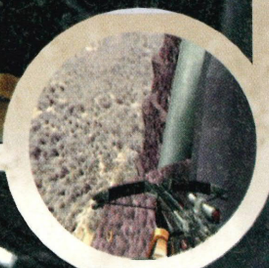




in a chain reaction. The next room holds a set of nuclear missiles, so if you slip up it's automatically game over! Push the crate in front of the first laser and use it to jump clear. The next laser can be cleared in the same way. Jump over the third one. Go to the bottom of the stairs. Look around the corner – just to the right of one of the barrels is a Hugger. It can set off the lasers, so get out the Magnum and very carefully shoot it. Crawl under the next laser – there is another Hugger to the right of the last one. Deal with it swiftly and make your way over to the lift. Push the crate half way between the lift and the central area. Go up to the control room. Peer around the corner and shoot the Hugger. Jump over the laser and push the switch to raise the lift. Jump onto it and get into the central area via the crate. Push the button to activate the lift. A guard will come running towards you – a group of marines are chasing him. Use the barrels to help you take them out. There's a security gun in the back of the truck. Pop around the corner and chuck a grenade in.

You'll come out into the open. Run forwards and hide around the corner. The marines will take care of the monsters, after which you can take out the marines! Destroy the security gun with a grenade and go through the doorway. Quickly take out the marines, head up the stairs, and save the guard. He'll take you to a room containing loads of cool weaponry and Ammo. Go back to the previous room and jump out onto the window ledge. From here, you can jump onto the power boxes and then over to the fire escape. Climb up to the roof and kill the marines. Jump up to the doorway and into the quad. When you hear the helicopter, run back again. Wait until the marines have taken the monsters down, then destroy the helicopter using rockets and any other heavy weaponry. Carefully take out the marines and run to the tunnel on the far side. Kill the monster – the door next to it is locked, but the guard around the corner will open it for you. Grab the items and go up the stairs for the cannon. Go back to the quad and use the cannon to blow up the gate. Destroy the monsters and go through.

Around the corner is a Machine Gun on a tripod. You're going to need it as up ahead there is a horde of aliens. There are a lot of them – keep firing until they stop coming. Use the pad to jump up to the next level. An alien will kill the marines below. Kill the alien and go into the passage way in the corner. There is a Nest at the end – use the Machine Gun to take care of it. The pipe is broken a bit further on and you'll fall into the room below. Kill the two marines and head for the doorway. An explosion will block it – you'll have to use the hydraulic lift to get up to the hole. Take out the marine and get behind the mini cannon. Blast the door open and kill the monsters that come out. Follow the corridor through to the warehouse. Another battle is taking place. Let one party lose, then kill the other party. Raid the storage room and climb up the ladder. Jump over the gap and take out the alien in the doorway. Let the marines kill the monster. Drop down and kill the marines. Use the pad to jump up to the roof and drop down through the hatch and into the pipe.

As soon as you see the remote bomb drop into the pipe, run backwards and drop into the water. Go back along the pipe and kill the marine at the end. Run along the walkway and jump over to the valve handle. Turn it and drop down. Kill the marine and go back up to the hatch that you've just opened. Follow the pipe – at the end is a marine. Go down the stairs, kill the second marine and grab the much-needed Health. Go up the stairs and get the guard to unlock the door for you. Go through to

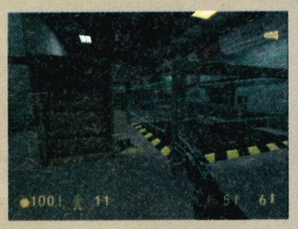
the sandbags. Take out the aliens, then go back and get the guard to follow you. Take him to the control room and get him to open the door.

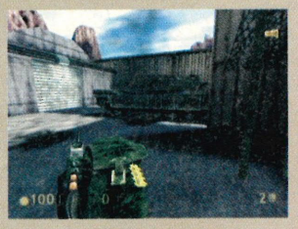
This corridor will take you through to the car park. One of those huge monsters is lurking in here somewhere. Turn right and run for your life! When you come out into the open, use the pad to jump over the wall. Use the second pad to jump to the top of the tank. From here, you can control the air strikes! Wait for the monster to appear and use the map to blast him with lasers. Now you need to create an exit. Stand on the map and look around. The exit is surrounded by a wall and a moat. Blast the wall, the watchtower and the exit hatch. This will enable you to get to the exit. Go through the hatch and keep to the right-hand side. The place is falling apart and the rubble can hurt you. Go up the steps and through the door to the next section.

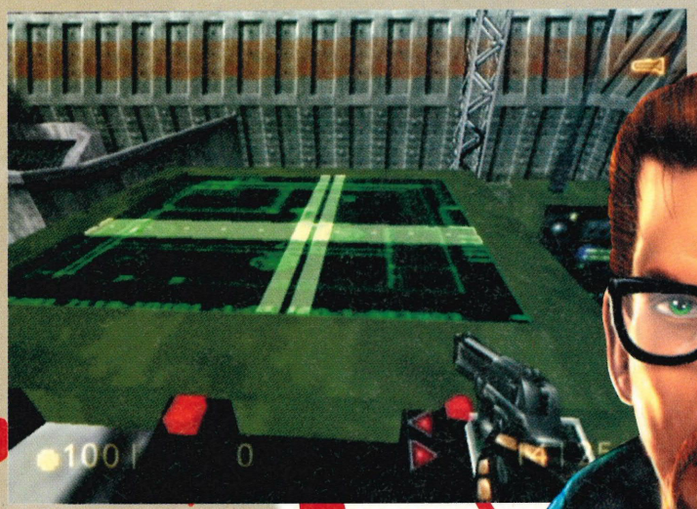
LEVEL 12:
Forget About Freeman

The corridor is caving in, but the best thing to do is to stay where you are and duck. Once the noise has stopped, make your way through the small gap by the boulder. Then climb over the rocks to the corridor. The next section is full of aliens and monsters. Explore the area and clear it of anything nasty. There are several nests in the area – shooting them will cause five or six tick-like creatures to jump at you. Take them out with the Crowbar.

When you get to the valve handle, turn it and go down the shaft. Take out the Hugger and chuck a grenade at the security gun. Push the blue crate into the water and use it to get over the west gate. There is a giant fish in the next part. Stand at the edge of the water and, when you see it, shoot it with the Hive Hand. Eventually, it will float to the top. Swim left







continued

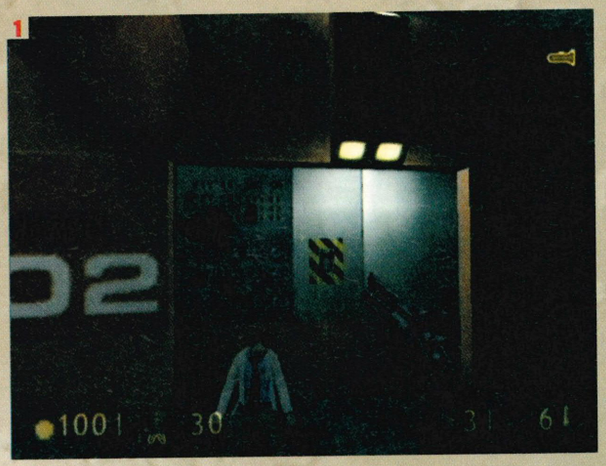
walkthrough

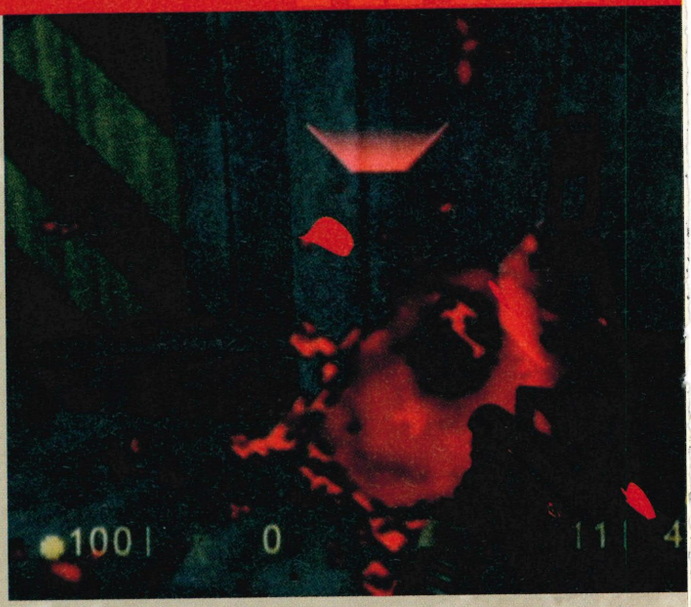
continued>

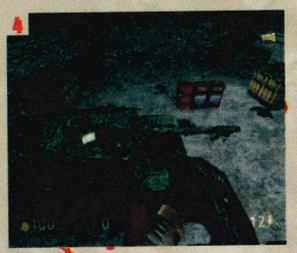
and dive under the cogwheel. Use the Crowbar to kill the leeches. Swim under the next cogwheel and climb out. Watch out for the security gun and the marine by the bunker. Collect the Rockets and go up the ladder. Use the Rockets to blow up the tank. Flatten the marines and walk past the tank. There is a security gun in the lift. It needs removing and then press the button.

There's been a coolant leak down here. Whatever you do, don't step on the glowing white liquid. Turn right, then take the first left up the stairs. Take out the marine. A battle is taking place in the next room. Take out any survivors and hide behind the tank. A group of monsters and aliens will crawl out of the doorway ahead. Kill them, then go through the doorway. Turn left and hit the control panel.

• Check out the next issue of Dreamcast Solutions for the final part of our *Half-Life* solution, including all the Blue Shift missions!



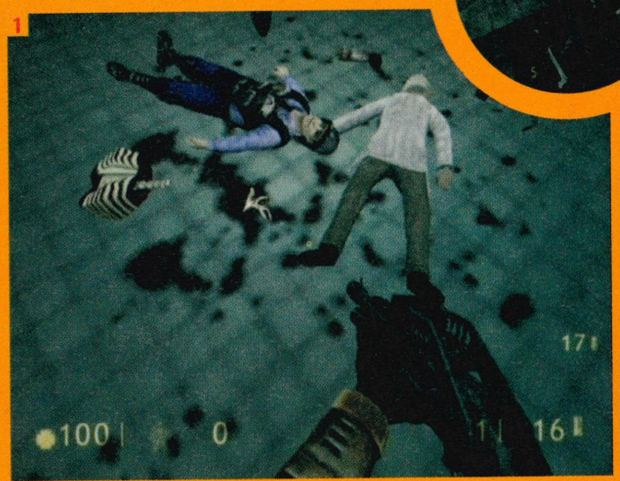




[1] This scientist was trying to set something off. I wonder if he succeeded or not? [2] Bugs everywhere! Use the Crowbar – nothing else is quick enough. [3] You'll need to fill this tank with water. We're not too sure why. You just do, OK? [4] Jump into that tank – that huge Chaingun is bound to help.

TOTAL MASSACRE!

> The aliens tend to turn us humans into pre-packed mincemeat. The aliens that hang from the ceiling send out long tendrils that grab you and winch you up into their jaws. If you kill one of them, they'll throw up everything that they have eaten, which normally includes vital organs and half-digested limbs! Failing that, you can always do it yourself! Try chucking a grenade at someone!



[1] Looks like the remnants of a tasty meal! [2] Just pull that trigger at the slippery little beggars as they hang down...and pray!

RUN FOR YOUR LIFE!

There's a huge monster in this game, and the only way to kill him is to get him in between two generators. Ouch!

1 Whoa, you are one hell of an ugly mother! Didn't your mum ever tell you to brush your teeth?!

2 It's probably best that we leave now – those twin flame-cannons aren't really agreeing with me!

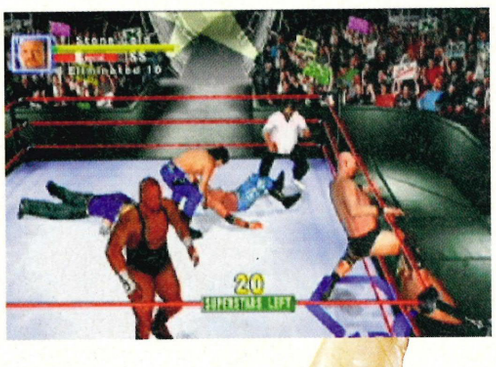
3 Come on, here boy, chase me down the tunnel. Just you wait and see what I've got in store for you!

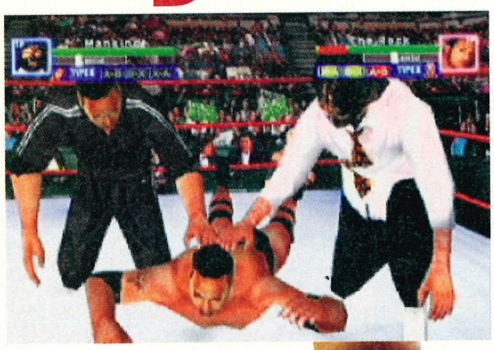
4 Hit the switch... and voilà! Not long now, my precious – soon you will understand the extent of my power!

5 What's wrong? Feeling a bit hot under the collar? That'll teach you to get shirty with me!

6 Ha! As I suspected – just a bag of hot air!

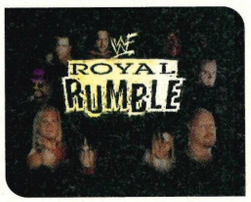
WWF Royal Rumble





Let's get ready to rumble! Avoid being thrown out of the ring with this complete Royal Rumble moves and secrets guide.

essential information >
Dreamcast solutions
WWF Royal Rumble



Publisher	Sega
Developer	THQ/Yukes
Origin	UK
Price	£39.99
Genre	Wrestling

four players

vibration pack

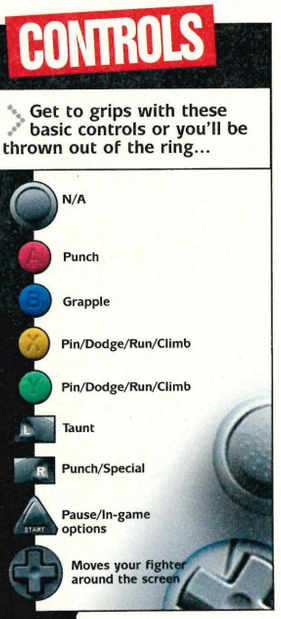
arcade stick

visual memory
VM information

Save position	Y
Logo during play	Y
Mini-game	N

CONTROLS

Get to grips with these basic controls or you'll be thrown out of the ring...



essential information >
Dreamcast magazine says

"Any game that allows you to hit a man with a toilet seat has to be worth your time."

'Stone Cold' Steve Austin

As far as this game's concerned, Stone Cold is Mr Average – and therefore a fairly good wrestler to start off with. His fast combos are hard to defend, but some of his grapples take a while to set up and can thus be countered.

Grappling

Bodyslam	B
Suplex	↑ + B
DDT	↓ + B
Eye Gouge	← + B
Headlock	→ + B

Grappling Behind

Bulldog	B
Backdrop	↑/↓ + B
Sleeper Hold	←/→ + B

Opponent Down

Stomp	A
Face Up:	
Mounted Punch	B (Near Head)
Kick To Groin	B (Near Legs)
Face Down:	
Camel Clutch	B (Near Head)
Knee Smash	B (Near Legs)

Opponent In Turnbuckle

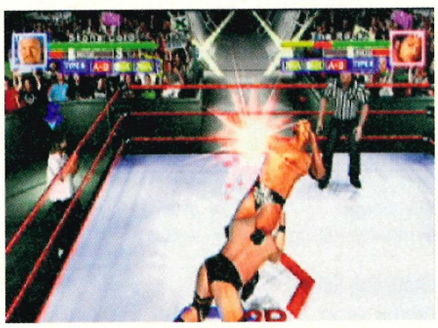
Facing:	
Hammer Punch	A
Foot Choke	B, B
Shoulder Thrusts	B, ↑/↓ + B
Suplex	B, ←/→ + B
Behind:	
Hammer Punch	A
Backdrop	B, (↑/↓ +) B
Turnbuckle Smash	B, ←/→ + B

On Top Of Turnbuckle

Elbow Drop	A
Double Axe Handle	B

Opponent Stunned

Facing:	
Clothesline	A
Suplex	B
Behind:	
German Suplex Pin	B



Opponent Groggy

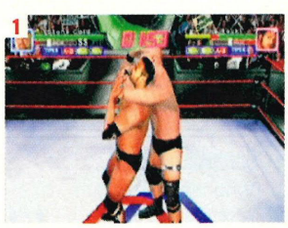
Facing:	
Hammer Punch	A
Powerbomb	B
Behind:	
Backdrop	B

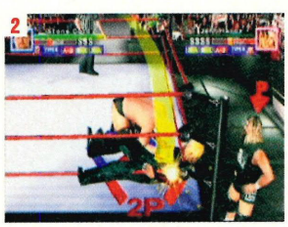
Running

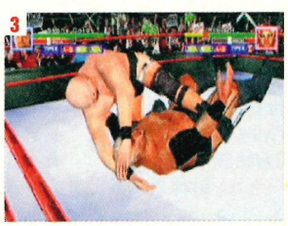
Facing:	
Clothesline	A
Lou Thesz Press	B
Behind:	
Bulldog	B
Opponent Down:	
Stomp	A

Partner Attacks

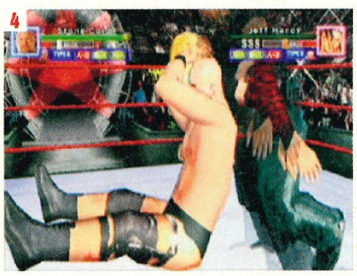
Type A:	
A + B	Double Team Punches
B + X	Lariat
A + X	Stunner
Type B:	
A + B	Double Team Punches
B + X	Lariat
A + X	Pass Medium Item
Type C:	
A + B	Whip To Lariat
B + X	Belt Attack
A + X	Double Lariat







[1] Stone Cold performs the famous Sleeper Hold. [2] The Austin Elbow is one of Steve's Specials. [3] While running, Steve can grab his opponent in a Lou Thesz Press. [4] The Stone Cold Stunner should leave the opponent dazed.



Specials

Austin Elbow	R (Opponent Down)
Super Hammer Punch	R (Opponent In Turnbuckle)
Diving Elbow Drop	R (On Top Of Turnbuckle)
Fists Of Fire	R (Running, Facing Opponent)
Finisher: Stone Cold Stunner	R (Facing Opponent)

Royal Secrets Revealed

Unlock Vince McMahon
Win all ten matches in Exhibition mode on any difficulty setting.

Unlock Shane McMahon
Win the Royal Rumble on any difficulty setting.

Alternate Costumes
At the character selection screen, highlight a wrestler, then hold Start and press A to select his alternate costume.

Alternate Backgrounds
Enter the ranking screen and choose any section. Then return to the main menu to see a different background. Repeat this to see more backgrounds.

Infinite Double-Team Moves
Knock out the ref by hitting him with a weapon twice. If done correctly, this message will appear: 'The Referee Is Knocked Out'. 'Double Team' will light up in different colours: you can now perform double-team moves as many times as you like.

Avoid Attacks
Hold Block and rapidly press the D-pad in different directions. Your wrestler will dodge every time the opponent punches or grapples.

Stay In Royal Rumble Longer
Rotate the D-pad when your wrestler is holding onto the ropes, to help him stay in the ring.

Get Ready To Rumble

Moves Key:

↓	down on D-pad/joystick
↑	up on D-pad/joystick
→	forward on D-pad/joystick
←	back on D-pad/joystick
any dir	press any direction on D-pad
+	press buttons/directions together
,	press buttons/direction one after the other
/	press either direction/button (not both)

Basic Attacks

Standing, Facing/Behind Opponent

Combo 1	A
Combo 2	A, A
Combo 3	A, A, A
Combo 4 Knockdown Punch	A, A, A, A
Combo 4 Groggy Punch	A, A, A, → + A (makes opponent Groggy)
Combo 4 Spin	A, A, A, ← + A
Grapple	B

Grappling

Stun Opponent	A + any dir
Grog Opponent	A
Irish Whip	X + any dir

Opponent Down

Pin	X

Defence

Dodge	Hold X + any dir
Run	X + any dir
Climb Turnbuckle	X + towards turnbuckle

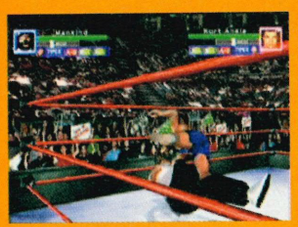
continued>

players' guide

continued

Mankind

While not as strong as some of the others, Mankind is a good defender and quick to recover from attacks. He has some fast combos and his running Super Punch is good for fending off opponents in multiplayer matches.



Grappling

Bodyslam	B
Suplex	↑ + B
Headbutt	↓ + B
Dragon Screw	← + B
Manhattan Drop	→ + B

Grappling Behind

School Boy	B
Reverse DDT	↑/↓ + B
Bulldog	←/→ + B

Opponent Down

Elbow Drop	A
Face Up:	
Mount Punch	B (Near Head)
Kick To Groin	B (Near Legs)
Face Down:	
Camel Clutch	B (Near Head)
Knee Smash	B (Near Legs)

Opponent In Turnbuckle

Facing:	
Slap	A
10-Count Punches	B, B
Shoulder Thrusts	B, ↑/↓ +B
Suplex	B, ←/→ + B
Behind:	
Slap	A
Backdrop	B, (↑/↓ +) B
Turnbuckle Smash	B, ←/→ + B

On Top Of Turnbuckle

Diving Clothesline	A
Diving Shoulder Tackle	B

Opponent Stunned

Facing:	
Elbow Smash	A
Suplex	B
Behind:	
School Boy	B

Opponent Groggy

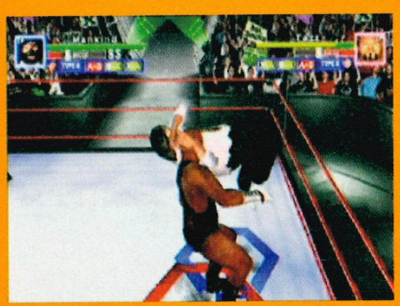
Facing:	
Elbow Smash	A
Double Arm DDT	B
Behind:	
Reverse DDT	B

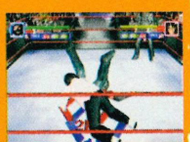
Running

Facing:	
Clothesline	A
Neckbreaker	B
Behind:	
Bulldog	B
Opponent Down:	
Elbow Drop	A

Partner Attacks

Type A:	
A + B	Low Blow & Knee Kick
B + X	Lariat
A + X	Mandible Claw
Type B:	
A + B	Low Blow & Knee Kick
B + X	Trash Can Attack
A + X	Pass Medium Item
Type C:	
A + B	Whip To Low Blow
B + X	Trash Can Attack
A + X	Pin Interrupt





Specials

Super Elbow Drop	R (Opponent Down)
Super Slap	R (Opponent In Turnbuckle)
Diving Clothesline	R (On Top Of Turnbuckle)
Super Punch	R (Running, Facing Opponent)
Finisher: Mandible Claw	R (Facing Opponent)

The Rock

His speed and strength are great and he has some cracking attacks, although his mat moves are a little weak. While his defence isn't that good, his recovery rate is. And his famous People's Elbow is very powerful.

Grappling

Bodyslam	B
Hammer Punch	↑ + B
DDT	↓ + B
Eye Gouge	← + B
Manhattan Drop	→ + B

Grappling Behind

Atomic Drop	B
Backdrop	↑/↓ + B
Sleeper	←/→ + B

Opponent Down

Stomp	A
Face Up:	
Knee Drop	B (Near Head)
Slingshot	B (Near Legs)
Face Down:	
Camel Clutch	B (Near Head)
Knee Smash	B (Near Legs)

Opponent In Turnbuckle

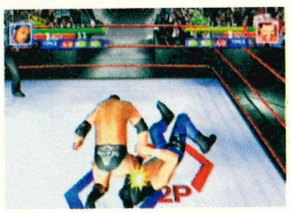
Facing:	
Rock Punch	A
Suplex	B, B
Shoulder Thrusts	B, ↑/↓ + B
Suplex	B, ←/→ + B
Behind:	
Rock Punch	A
Backdrop	B, (↑/↓ +) B
Turnbuckle Smash	B, ←/→ + B

On Top Of Turnbuckle

Clothesline	A
Shoulder Tackle	B

Opponent Stunned

Facing:	
Clothesline	A
Spinebuster	B



Behind:	
German Suplex Pin	B

Opponent Groggy

Facing:	
Elbow Smash	A
Tilt-A-Whirl DDT	B
Behind:	
Backdrop	B

Running

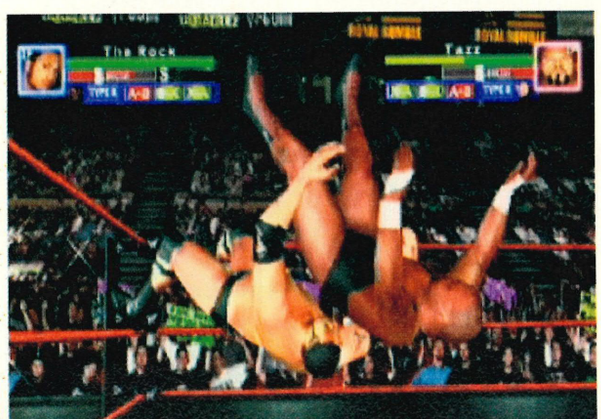
Facing:	
Clothesline	A
Swinging Neckbreaker	B
Behind:	
Bulldog	B
Opponent Down:	
Guillotine Leg Drop	A

Partner Attacks

Type A:	
A + B	Double Face Crusher
B + X	Lariat
A + X	Rock Bottom
Type B:	
A + B	Whip To Spine Buster
B + X	Water Mist Attack
A + X	Pass Large Item
Type C:	
A + B	Continual Attack
B + X	Chair Attack
A + X	Hit Point Up

Specials

People's Elbow	R (Opponent Down)
Rock Punch	R (Opponent In Turnbuckle)
Flying Shoulder Tackle	R (On Top Of Turnbuckle)
Super Clothesline	R (Running, Facing Opponent)
Finisher: Rock Bottom	R (Facing Opponent)



The Undertaker

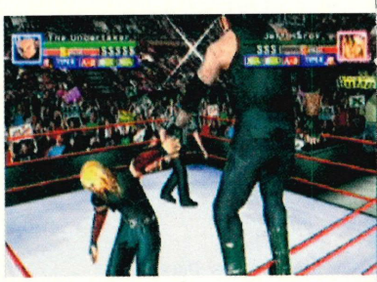
He's similar to Kane, although his defence is a little weaker. However, he has some nice fast combos and the best recovery rate in the game. While a bit sluggish around the ring, his running attacks are really powerful.

Grappling

Bodyslam	B
Hammer Punch	↑ + B
DDT	↓ + B
Arm Breaker	← + B
Back Breaker	→ + B

Grappling Behind

Choke	B
Reverse DDT	↑/↓ + B
Sleeper Hold	←/→ + B



Triple H

His standard grapples aren't that great, but he's generally strong and fast around the ring. His powerful attacks and combos are good for knocking down opponents, along with his running Jumping Knee.

Grappling

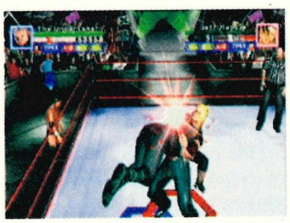
Bodyslam	B
Piledriver	↑ + B
Pendulum Backbreaker	↓ + B
Arm Twist	← + B
Manhattan Drop	→ + B

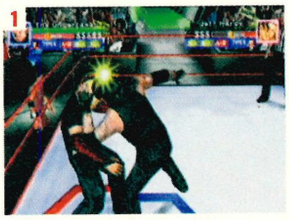
Grappling Behind

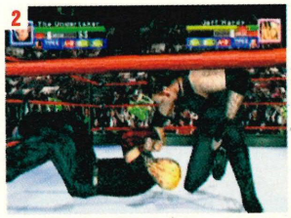
Abdominal Stretch	B
Reverse DDT	↑/↓ + B
Dragon Sleeper	←/→ + B

Opponent Down

Knee Drop	A
Face Up:	
Mounted Punch	B (Near Head)
Figure 4 Leg Lock	B (Near Legs)
Face Down:	
Camel Clutch	B (Near Head)
Knee Smash	B (Near Legs)







[1] With a forehead like concrete, The Undertaker's Headbutt has got to hurt. [2] One of the nastiest-looking moves in the game is his Darkness Choke.

Opponent Down

Elbow Drop A

Face Up:

Darkness Choke B (Near Head)

Groin Kick B (Near Legs)

Face Down:

Camel Clutch B (Near Head)

Knee Smash B (Near Legs)

Opponent In Turnbuckle

Facing:

Kick A

Choke B, B

Rope Walk B, ↑/↓ + B

Suplex B, ←/→ + B

Behind:

Kick A

Backdrop B, (↑/↓ +) B

TB Smash B, ←/→ + B

On Top Of Turnbuckle

Drop Kick A

Shoulder Tackle B

Opponent Stunned

Facing:

Bodyblow A

Headbutt B

Behind:

Reverse DDT B

Opponent Groggy

Facing:

Bodyblow A

Powerbomb B

Behind:

Reverse Suplex B

Running

Facing:

Clothesline A

DDT B

Behind:

Bulldog B

Opponent Down

Elbow Drop A

Partner Attacks

Type A:

A + B Punch To Bodyslam

B + X Lariat

A + X Tombstone

Type B:

A + B Whip To Boot

B + X Oil Drum Attack

A + X Pass Large Item

Type C:

A + B Punch To Bodyslam

B + X Continuous Attack

A + X Taunt

Specials

Super Elbow Drop R (Opponent Down)

Super Kick R (Opponent In Turnbuckle)

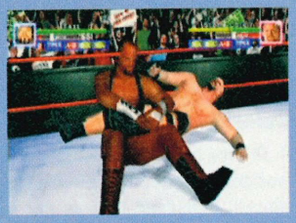
Flying Wheel Kick R (On Top Of Turnbuckle)

Shoulder Flip R (Running, Facing Opponent)

Finisher: Tombstone Piledriver R (Facing Opponent)

Tazz

As mean as he looks, tough cookie Tazz is generally fast and strong. He has a pretty good defence and recovery rate, although, his combos aren't as fast as some of the other wrestlers' and few of his attacks are that powerful.



Grappling

Bodyslam B

Suplex ↑ + B

Belly To Belly Suplex ↓ + B

Side Slam ← + B

One-Arm Underhook Suplex → + B

Grappling Behind

Bulldog B

Release

German Suplex ↑/↓ + B

Sleeper ←/→ + B

Opponent Down

Stomp A

Face Up:

Mounted Punch B (Near Head)

Elbow To Leg Lock B (Near Legs)

Face Down:

Camel Clutch B (Near Head)

Knee Smash B (Near Legs)

Opponent In Turnbuckle

Facing:

Elbow A

Suplex B, B

Shoulder Thrusts B, ↑/↓ + B

Tazzplex B, ←/→ + B

Behind:

Elbow A

Backdrop B, (↑/↓ +) B

Turnbuckle Smash B, ←/→ + B

On Top Of Turnbuckle

Clothesline A

Double Axe Handle B

Opponent Stunned

Facing:

Clothesline A

Northern Lights Suplex B

Behind:

Half Nelson Suplex B

Opponent Groggy

Facing:

Hammer Punch A

T-Bone Suplex B

Behind:

Reverse Tazzplex B

Running

Facing:

Clothesline A

Neckbreaker B

Behind:

Bulldog B

Opponent Down:

Guillotine Leg Drop A

Partner Attacks

Type A:

A + B Double Suplex

B + X Lariat

A + X Continuous Attack

Type B:

A + B Double Suplex

B + X Throw To Tazzplex

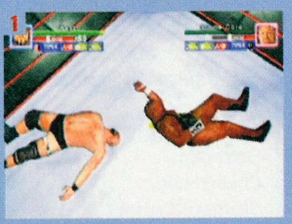
A + X Pass Medium Item

Type C:

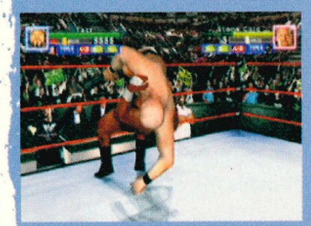
A + B Double Suplex

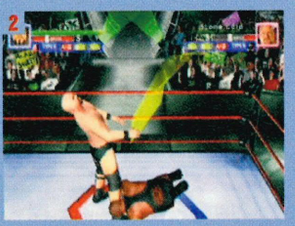
B + X Throw To Tazzplex

A + X Double Face Crusher



[1] The aftermath of the powerful Tazzplex. [2] From the top of the turnbuckle, it's the Flying Shoulder.





Specials

Tazzmission R (Opponent Down)

Elbow R (Opponent In Turnbuckle)

Flying Shoulder Tackle R (On Top Of Turnbuckle)

Guillotine Drop R (Running, Opponent Down)

Finisher: Tazzplex R (Facing Opponent)

continued >

Opponent In Turnbuckle

Facing:

Back Elbow A

10-Count Punches B, B

Suplex B, ↑/↓ + B

Choke B, ←/→ + B

Behind:

Elbow A

Backdrop B, (↑/↓ +) B

TB Smash B, ←/→ + B

On Top Of Turnbuckle

Knee Drop A

Shoulder Tackle B

Opponent Stunned

Facing:

Clothesline A

Small Package B

Behind:

Low Blow B

Opponent Groggy

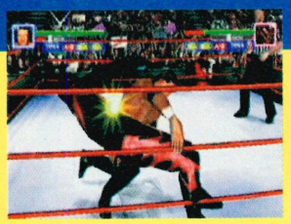
Facing:

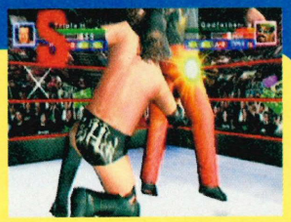
Clothesline A

Double Underhook Suplex B

Behind:

Reverse Suplex B





Running

Facing:

Jumping Knee A

Neckbreaker B

Behind:

Bulldog B

Opponent Down:

Elbow Drop A

Type B:

A + B Whip To Knee Attack

B + X Jumping Knee

A + X High Flying Moves

Type C:

A + B Backdrop & Knee Drop

B + X Hammer Attack

A + X Hit Point Up

Partner Attacks

Type A:

A + B Backdrop & Knee Drop

B + X Continuous Attack

A + X Pedigree

Specials

Super Knee Drop R (Opponent Down)

Elbow Shot R (Opponent In Turnbuckle)

Super Knee Drop R (On Top Of Turnbuckle)

Super Knee R (Running, Facing Opponent)

Finisher: Pedigree R (Facing Opponent)

continued>

Kurt Angle

> Pretty average in most departments, Kurt's only noticeable advantages are his reasonably good strength and speed. However, he has got a nice range of attacks to play with, including some fast combos.

Grappling

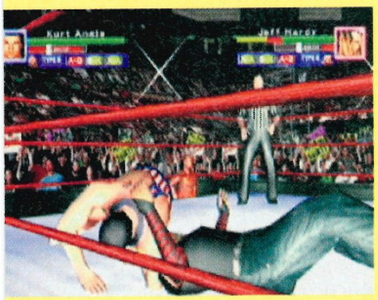
Bodyslam	B
Suplex	↑ + B
Fireman's Carry	↓ + B
Hip Toss	← + B
Headlock	→ + B

Grappling Behind

Bulldog	B
Belly To Back Suplex	↑/↓ + B
Sleeper	←/→ + B

Opponent Down

Stomp	A



Face Up:

Arm Bar	B (Near Head)
Elbow, Leg Lock	B (Near Legs)

Face Down:

La Mahistral	B (Near Head)
Knee Smash	B (Near Legs)

Opponent In Turnbuckle

Facing:

Clothesline	A
Foot Choke	B, B
Shoulder Thrusts	B, ↑/↓ + B
Suplex	B, ←/→ + B

Behind:

Clothesline	A
Backdrop	B, (↑/↓ +) B
TB Smash	B, ←/→ + B

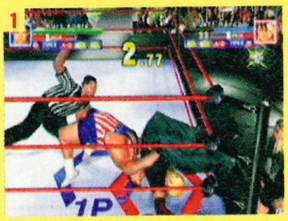
On Top Of Turnbuckle

Moonsault Press	A
Shoulder Tackle	B

Opponent Stunned

Facing:

Drop Kick	A
Small Package	B



Behind:

German Suplex	B

Opponent Groggy

Facing:

Drop Kick	A
Belly To Belly Suplex	B

Behind:

German Suplex	B

Running

Facing:

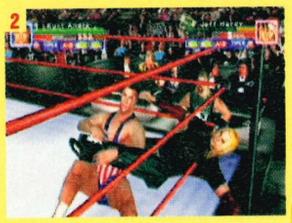
Clothesline	A
Neckbreaker	B

Behind:

Bulldog	B

Opponent Down:

Guillotine Leg Drop	A



[1] The ref starts counting as Kurt pulls the opponent over into a German Suplex. [2] After an Elbow Drop, Kurt ties up his rival into a painful Leg Lock.

Partner Attacks

Type A:

A + B	Double Backdrop
B + X	Cross Body Block
A + X	Olympic Slam

Type B:

A + B	Double Backdrop
B + X	Cross Body Block
A + X	Pass Medium Item

Type C:

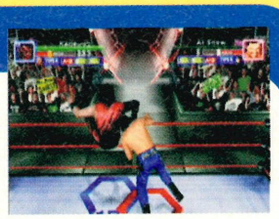
A + B	Whip To Powerslam
B + X	Cross Body Block
A + X	Taunt

Specials

Crossface Chicken Wing	R (Opponent Down)
Super Clothesline	R (Opponent In Turnbuckle)
Super Moonsault Press	R (On Top Of Turnbuckle)
Super Guillotine Drop	R (Running, Opponent Down)
Finisher: Olympic Slam	R (Facing Opponent)

Kane

> Similar to The Undertaker, his recovery rate isn't quite as high, but his defences are totally superb. His combos have good speed and range, but his best attacks come while running. The rest of the time he's a bit sluggish around the ring.



Grappling

Bodyslam	B
Choke Hold	↑ + B
Stomach Crusher	↓ + B
Side Slam	← + B
Manhattan Drop	→ + B

Grappling Behind

Atomic Drop	B
Reverse DDT	↑/↓ + B
Face Crusher	←/→ + B

Opponent Down

Stomp	A

Face Up:

Darkness Choke	B (Near Head)
Elbow To Leg Lock	B (Near Legs)

Face Down:

Camel Clutch	B (Near Head)
Knee Smash	B (Near Legs)

Opponent In Turnbuckle

Facing:

Uppercut	A
Choke	B, B
Suplex	B, ↑/↓ + B
Foot Choke	B, ←/→ + B

Behind:

Uppercut	A
Backdrop	B, (↑/↓ +) B
Turnbuckle Smash	B, ←/→ + B

On Top Of Turnbuckle

Clothesline	A
Double Axe Hammer	B

Opponent Stunned

Facing:

Big Boot	A
Backbreaker	B

Behind:

School Boy	B

Opponent Groggy

Facing:

Uppercut	A
Knee Breaker	B

Behind:

Full Nelson Slam	B

Running

Facing:

Clothesline	A
Neckbreaker	B

Behind:

Bulldog	B

Opponent Down:

Guillotine Leg Drop	A

Partner Attacks

Type A:

A + B	Double Suplex
B + X	Lariat
A + X	Chokeslam

Type B:

A + B	Whip To Big Boot
B + X	Lariat
A + X	Pass Large Item

Type C:

A + B	Elbow
B + X	Double Diving Lariat
A + X	Double Lariat

Specials

Lift To Chokeslam	R (Opponent Down)
Super Uppercut	R (Opponent In Turnbuckle)
Super Clothesline	R (On Top Of Turnbuckle)
Super Guillotine Drop	R (Running, Opponent Down)
Finisher: Choke Slam	R (Facing Opponent)

Rikishi

> One of the best all-round wrestlers in the game, Rikishi is almost as strong as big dudes like The Undertaker, but a lot faster around the ring. This tough guy can take a good pummelling and also wields some quick combos.

Grappling

Bodyslam	B
Piledriver	↑ + B
Stomach Crusher	↓ + B
Headbutt	← + B
Sidebuster	→ + B

Grappling Behind

Bulldog	B
Low Blow	↑/↓ + B
Sleeper	←/→ + B

Opponent Down

Guillotine Leg Drop	A

Face Up:

Stink Face Drop	B (Near Head)
Groin Kick	B (Near Legs)

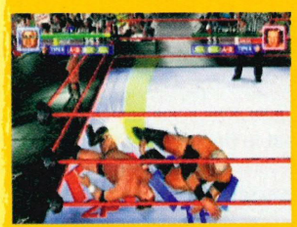
Face Down:

Camel Clutch	B (Near Head)
Knee Smash	B (Near Legs)

Opponent In Turnbuckle

Facing:

Throat Thrust	A
Foot Choke	B, B
Shoulder Tackle	B, ↑/↓ + B
Stink Face	B, ←/→ + B



Behind:

Thrust To Throat	A
Backdrop	B, (↑/↓ +) B
TB Smash	B, ←/→ + B

On Top Of Turnbuckle

Butt Drop	A
Double Axe Hammer	B

Opponent Stunned

Facing:

Throat Thrust	A
Powerslam	B

Behind:

Full Nelson Slam	B

Opponent Groggy

Facing:

Throat Thrust	A
Neckbreaker	B

Behind:

Reverse DDT	B

Running

Facing:

Clothesline	A
Neckbreaker	B

Behind:

Bulldog	B

Opponent Down:

Guillotine Leg Drop	A

Partner Attacks

Type A:

A + B	Double Face Buster
B + X	High Flying Moves
A + X	Rikishi Driver

Type B:

A + B	Double Face Buster
B + X	Shoulder Tackle
A + X	Pass Large Item

Type C:

A + B	Whip To Head Butt
B + X	Drum Can Attack
A + X	Dance

Specials

Super Guillotine Drop
R (Opponent Down)
Super Throat Thrust
R (Opponent In Turnbuckle)
Super Butt Drop
R (On Top Of Turnbuckle)
Super Guillotine Drop
R (Running, Opponent Down)
Finisher: Rikishi Driver
R (Facing Opponent)

Edge

While his defence isn't too hot, he has a good recovery rate. Quick around the ring, and to climb the turnbuckle, Edge has a good range of attacks, particularly running ones, although his strength isn't very high.

Grappling

Snapmare	B
Hammer Punch	↑ + B
Suplex	↓ + B
Arm Breaker	← + B
Side Buster	→ + B

Grappling Behind

School Boy	B
Electric Chair Drop	↑/↓ + B
Dragon Sleeper	←/→ + B

Opponent Down

Stomp	A

Face Up:

Sleeper	B (Near Head)
Bridge Pin	B (Near Legs)

Face Down:

La Mahistral	B (Near Head)
Knee Smash	B (Near Legs)

Opponent In Turnbuckle

Facing:

Drop Kick	A
Choke	B, B
Shoulder Thrusts	B, ↑/↓ + B
Suplex	B, ←/→ + B

Behind:

Drop Kick	A
Backdrop	B, (↑/↓ +) B
TB Smash	B, ←/→ + B

On Top Of Turnbuckle

Drop Kick	A
Shoulder Tackle	B

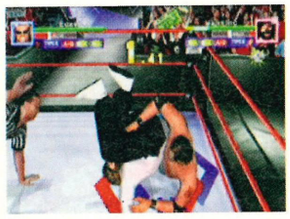
Opponent Stunned

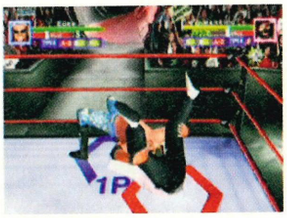
Facing:

Drop Kick	A
Backdrop	B

Behind:

School Boy	B





Opponent Groggy

Facing:

Drop Kick	A
Front Suplex	B

Behind:

Reverse Suplex	B

Running

Facing:

Shoulder Tackle	A
Spear	B

Behind:

Face Crusher	B

Opponent Down:

Guillotine Leg Drop	A

Partner Attacks

Type A:

A + B	Drop Kick & Rolling Clutch
B + X	Spinning Wheel Kick
A + X	Downward Spiral

Type B:

A + B	Double Leg Drop
B + X	On All Fours & Spear
A + X	Pass Large Item

Type C:

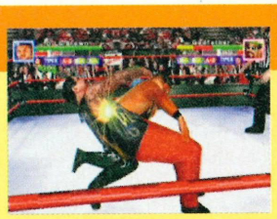
A + B	Drop Kick & Rolling Clutch
B + X	On All Fours & Spear
A + X	Taunt

Specials

Stomps	R (Opponent Down)
Drop Kick	R (Opponent In Turnbuckle)
Clothesline	R (On Top Of Turnbuckle)
Guillotine Drop	R (Running, Opponent Down)
Finisher: Downward Spiral	R (Facing Opponent)

D'Lo Brown

One of the fastest fighters in the game, he needs that speed to perform hit-and-run attacks – he's not strong enough to stand and trade blows with most opponents. His running Clothesline comes in handy in multiplayer matches.



Grappling

Bodyslam	B
Piledriver	↑ + B
Pendulum Backbreaker	↓ + B
Side Buster	← + B
Headlock	→ + B

Grappling Behind

Atomic Drop	B
Backdrop	↑/↓ + B
Sleeper	←/→ + B

Opponent Down

Guillotine Leg Drop	A

Face Up:

Sleeper	B (Near Head)
Texas Cloverleaf	B (Near Legs)

Face Down:

Camel Clutch	B (Near Head)
Knee Smash	B (Near Legs)

Opponent In Turnbuckle

Facing:

Heel Kick	A
Choke	B, B
Shoulder Thrusts	B, ↑/↓ + B
Suplex	B, ←/→ + B

Behind:

Heel Kick	A
Backdrop	B, (↑/↓ +) B
Turnbuckle Smash	B, ←/→ + B

On Top Of Turnbuckle

Moonsault Press	A
Shoulder Tackle	B

Opponent Stunned

Facing:

Heel Kick	A
Tilt-A-Whirl Slam	B

Behind:

Dragon Suplex	B

Opponent Groggy

Facing:

Heel Kick	A
Sky High	B

Behind:

Backdrop	B

Running

Facing:

Clothesline	A
Neckbreaker	B

Behind:

Bulldog	B

Opponent Down:

Guillotine Leg Drop	A

Partner Attacks

Type A:

A + B	Double Face Crusher
B + X	Lariat
A + X	Lo-Down

Type B:

A + B	Whip To Sky High
B + X	Jumping Calf Kick
A + X	Pass Medium Item

Type C:

A + B	Whip To Sky High
B + X	Double Lariat
A + X	Taunt

Specials

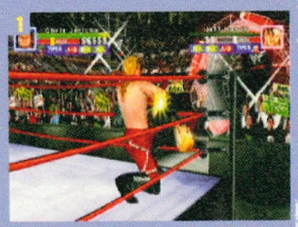
D'Lo Drop	R (Opponent Down)
Heel Kick	R (Opponent In Turnbuckle)
The Lo-Down	R (On Top Of Turnbuckle)
Super Guillotine Drop	R (Running, Opponent Down)
Finisher: Running Powerbomb	R (Facing Opponent)

continued >

continued>

Chris Jericho

> With good speed and decent strength, Jericho has a good range of pin attacks. Some of his other grapples aren't that great, though, and his defence is weak – so keep on the move and use loads of combos to stun opponents.



[1] Jericho hooks up his opponent and inflicts serious pain with an Underhook Backbreaker. [2] Y2J's finishes off opponents with his famous Walls Of Jericho pin. Start counting, ref.

Grappling

Snapmare	B
Knee Lift Combo	↑ + B
DDT	↓ + B
Shoulder Bar	← + B
Front-Face DDT	→ + B

Grappling Behind

Atomic Drop	B
Reverse DDT	↑/↓ + B
Reverse Pin	←/→ + B

Opponent Down

Stomp	A
Face Up:	
Sleeper Hold	B (Near Head)
Groin Kick	B (Near Legs)
Face Down:	
Camel Clutch	B (Near Head)
Knee Smash	B (Near Legs)

Opponent In Turnbuckle

Facing:	
Spinning Back Kick	A
Choke	B, B
Suplex	B, ↑/↓ + B
Shoulder Thrusts	B, ←/→ + B
Behind:	
Spinning Back Kick	A
Backdrop	B, (↑/↓ +) B
TB Smash	B, ←/→ + B

On Top Of Turnbuckle

Missile Drop Kick	A
Shoulder Tackle	B

Opponent Stunned

Facing:	
Spinning Back Kick	A
Backbreaker	B
Behind:	
Dragon Suplex	B

Opponent Groggy

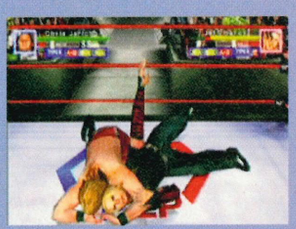
Facing:	
Knife Edge Chop	A
Underhook Backbreaker	B
Behind:	
Reverse Suplex	B

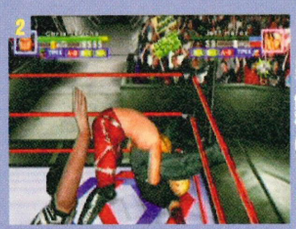
Running

Facing:	
Clothesline	A
Neckbreaker	B
Behind:	
Bulldog	B
Opponent Down:	
Guillotine Drop	A

Partner Attacks

Type A:	
A + B	Double Punch
B + X	Lariat
A + X	Double Powerbomb
Type B:	
A + B	Whip To Hurricanrana
B + X	Running Leg Drop
A + X	High Flying Moves
Type C:	
A + B	Double Punch
B + X	Drop Kick & Rolling Clutch
A + X	Taunt





Specials

Double Powerbomb	R (Facing Opponent)
Super Spinning Back Kick	R (Opponent In Turnbuckle)
Wheel Kick	R (On Top Of Turnbuckle)
Super Guillotine Drop	R (Running, Opponent Down)
Finisher: Walls Of Jericho	R (Opponent Down, Near Legs)

The Godfather

> He's a fairly strong guy, although his defence and recovery are suspect. Therefore it's best not to stand still and trade blows against most wrestlers. As with D'Lo, use hit-and-run tactics to avoid getting battered.

Grappling

Bodyslam	B
Suplex	↑ + B
Gutbuster	↓ + B
Arm Bar	← + B
Headlock Punch	→ + B

Grappling Behind

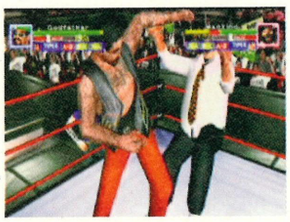
School Boy	B
Russian Leg Sweep	↑/↓ + B
Chicken Wing Pin	←/→ + B

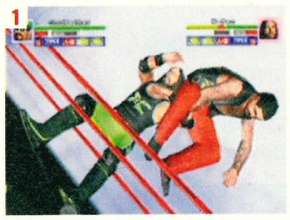
Opponent Down

Guillotine Leg Drop	A
Face Up:	
Key Leg Lock	B (Near Head)
Groin Kick	B (Near Legs)
Face Down:	
Camel Clutch	B (Near Head)
Knee Smash	B (Near Legs)

Opponent In Turnbuckle

Facing:	
Pimp Kick	A
Choke	B, B
Shoulder Thrusts	B, ↑/↓ + B
Suplex	B, ←/→ + B





Behind:	
Pimp Kick	A
Backdrop	B, (↑/↓ +) B
TB Smash	B, ←/→ + B

On Top Of Turnbuckle

Drop Kick	A
Shoulder Tackle	B

Opponent Stunned

Facing:	
Side Kick	A
Choke Throw	B
Behind:	
German Suplex To Pin	B

Opponent Groggy

Facing:	
Clothesline	A
Powerbomb	B
Behind:	
Reverse DDT	B

Running

Facing:	
Shoulder Tackle	A

Specials

Super Guillotine Drop	R (Opponent Down)
Super Kick	R (Opponent In Turnbuckle)
Double Axehammer	R (On Top Of Turnbuckle)
Super Guillotine Drop	R (Running, Opponent Down)
Finisher: Pimp Drop	R (Facing Opponent)

The Big Show

> This big guy is one of the slowest wrestlers, but makes up for it with his sheer strength. He's a tough cookie with great defence and stamina. While his combos are slow, he has some powerful grapples and mat moves.

Grappling

Bodyslam	B
Choke Slam	↑ + B
Powerbomb	↓ + B
Headbutt	← + B
Bearhug	→ + B

Grappling Behind

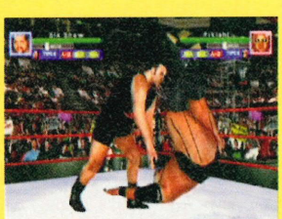
Atomic Drop	B
Russian Leg Sweep	↑/↓ + B
Sleeper	←/→ + B

Opponent Down

Stomp	A
Face Up:	
Mounted Punches	B (Near Head)
Groin Kick	B (Near Legs)
Face Down:	
Camel Clutch	B (Near Head)
Knee Smash	B (Near Legs)

Opponent In Turnbuckle

Facing:	
Front Kick	A
Choke	B, B
Shoulder Thrusts	B, ↑/↓ + B
Foot Choke	B, ←/→ + B
Behind:	
Front Kick	A



Backdrop	B, (↑/↓ +) B
TB Smash	B, ←/→ + B

On Top Of Turnbuckle

Clothesline	A
Double Axehammer	B

Opponent Stunned

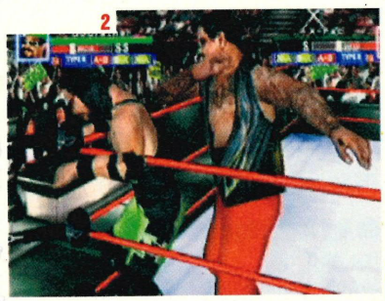
Facing:	
Club To Neck	A
Gorilla Press Slam	B
Behind:	
Full Nelson Slam	B

Opponent Groggy

Facing:	
Club To Neck	A
Neckbreaker	B
Behind:	
Reverse Suplex	B

Specials

Super Stomp	R (Opponent Down)
Front Kick	R (Opponent In Turnbuckle)
Double Axehammer	R (On Top Of Turnbuckle)
Super Stomp	R (Running, Opponent Down)
Finisher: Show Stopper	R (Facing Opponent)



[1] One of the Godfather's key moves is his Key Leg Lock. [2] Ah, the classic TB Smash... such grace, such skill...

Neckbreaker	B
Behind:	
Bulldog	B
Opponent Down:	
Guillotine Drop	A

Partner Attacks

Type A:

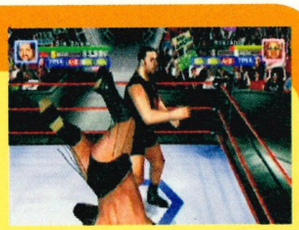
A + B	Arm Wrench & Side Kick
B + X	Continual Attack
A + X	Pimp Drop

Type B:

A + B	Arm Wrench & Side Kick
B + X	Ho Train
A + X	Pass Medium Item

Type C:

A + B	Toss & Side Slam
B + X	Ho Train
A + X	Taunt



Running

Facing:

Shoulder Breaker	A
Neckbreaker	B
Behind:	
Bulldog	B
Opponent Down:	
Stomp	A

Partner Attacks

Type A:

A + B	Headbutt & Elbow Drop
B + X	Diving Shoulder
A + X	Showstopper

Type B:

A + B	Headbutt & Elbow Drop
B + X	Continuos Attack
A + X	Pass Large Item

Type C:

A + B	Headbutt & Elbow Drop
B + X	Whip To Headbutt
A + X	Taunt

X-Pac

› One of the fastest movers in the game, the only trouble is that he lacks power. You certainly don't want to be stood trading blows, so try to stun opponents to get a chance for free hits. In multiplayer matches, just stay on the run!

Grappling

Snapmare	B
Suplex	↑ + B
DDT	↓ + B
Eye Gouge	← + B
Headlock Punch	→ + B

Grappling Behind

Bulldog	B
Backdrop	↑/↓ + B
Reverse Pin	←/→ + B

Opponent Down

Stomp	A
Face Up:	
Sleeper Hold	B (Near Head)
Groin Kick	B (Near Legs)
Face Down:	
Camel Clutch	B (Near Head)
Knee Smash	B (Near Legs)

Opponent In Turnbuckle

Facing:

Spinning Heel Kick	A
10-Count Punch	B, B
Shoulder Thrusts	B, ↑/↓ + B
Suplex	B, ←/→ + B
Behind:	
Spinning Heel Kick	A
Backdrop	B, (↑/↓ +) B
TB Smash	B, ←/→ + B

On Top Of Turnbuckle

Drop Kick	A
Shoulder Tackle	B

Opponent Stunned

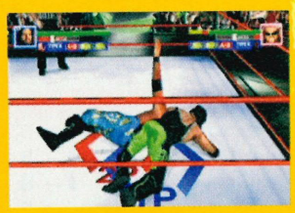
Facing:

Spin Kick	A
Snapmare	B
Behind:	
Dragon Suplex	B

Opponent Groggy

Facing:

Spin Kick	A



Spin To Backdrop	B
Behind:	
Low Blow	B

Running

Facing:

Clothesline	A
Neckbreaker	B
Behind:	
Bulldog	B
Opponent Down:	
Guillotine Leg Drop	A

Partner Attacks

Type A:

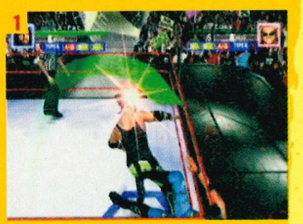
A + B	Suplex & Elbow Drop
B + X	Continuous Attack
A + X	X-Factor

Type B:

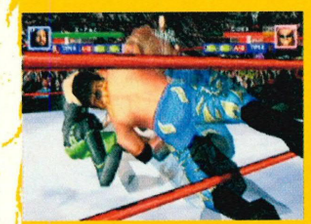
A + B	Whip To Spin Kick
B + X	Jumping Spin Kick
A + X	Pass Small Item

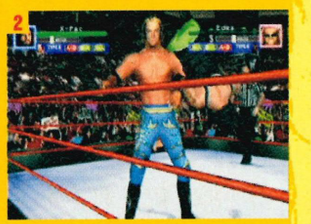
Type C:

A + B	Suplex & Elbow Drop
B + X	Jumping Wheel Kick
A + X	Taunt



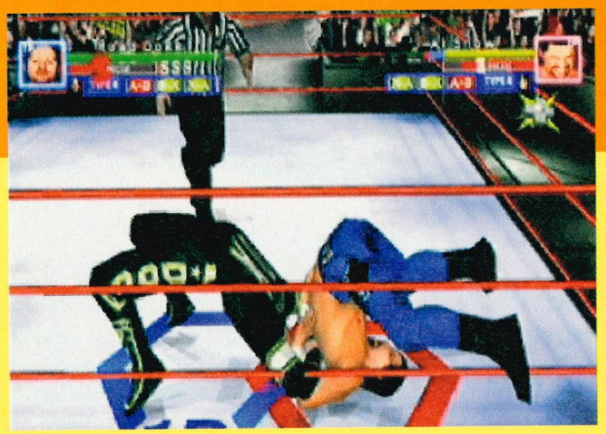
[1] X-Pac's running Special is this mighty Super Jump Kick. [2] Another impressive move is his Spin To Backdrop.





Specials

Super Stomp	R (Opponent Down)
Super Heel Kick	R (Opponent In Turnbuckle)
Flying Knee Kick	R (On Top Of Turnbuckle)
Super Jump Kick	R (Running, Facing Opponent)
Finisher: X-Factor	R (Facing Opponent)



'Road Dogg' Jesse James

› His strength is okay and he moves like a whippet around the ring, which is just as well because his defence isn't up to much. So, as with D'Lo and The Godfather it's best to employ hit-and-run tactics when using him.

Grappling

Bodyslam	B
Piledriver	↑ + B
DDT	↓ + B
Arm Bar	← + B
Fallaway Slam	→ + B

Grappling Behind

Abdominal Stretch	B
Pumphandle Slam	↑/↓ + B
Sleeper	←/→ + B

Opponent Down

Stomp	A
Face Up:	
Mount Punch	B (Near Head)
Elbow Drop To Leg Lock	B (Near Legs)
Face Down:	
Camel Clutch	B (Near Head)
Knee Smash	B (Near Legs)

Opponent In Turnbuckle

Facing:

Drop Kick	A
10-Count Punch	B, B
Suplex	B, ↑/↓ + B
Frankensteiner	B, ←/→ + B
Behind:	
Drop Kick	A
Backdrop	B, (↑/↓ +) B
TB Smash	B, ←/→ + B

On Top Of Turnbuckle

Drop Kick	A
Guillotine Drop	B

Opponent Stunned

Facing:

Drop Kick	A
DDT	B
Behind:	
Tiger Suplex Pin	B

Opponent Groggy

Facing:

Drop Kick	A
Double Arm Suplex	B
Behind:	
Backdrop	B

Running

Facing:

Low Blow	A
Clothesline	B
Behind:	
Bulldog	B
Opponent Down:	
Stomps	A

Partner Attacks

Type A:

A + B	Double Drop Kick
B + X	Continuous Attack
A + X	Shake, Rattle, & Roll

Type B:

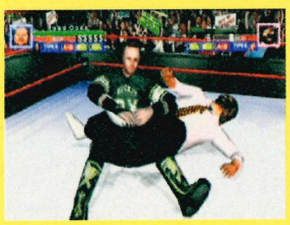
A + B	Double Drop Kick
B + X	Running Low Blow
A + X	Pass Medium Item

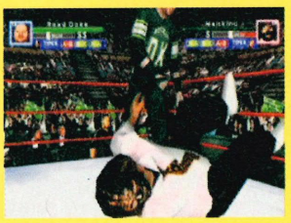
Type C:

A + B	Whip To Low Blow
B + X	Bat Attack
A + X	Pin Interrupt

Specials

Super Stomp	R (Opponent Down)
Super Drop Kick	R (Opponent In Turnbuckle)
Super Wheel Kick	R (On Top Of Turnbuckle)
Super Stomp	R (Running, Opponent Down)
Finisher: Shake, Rattle & Roll	R (Facing Opponent)





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Al Snow

> A fairly average fighter, he's a bit sluggish and his combos are slow. He's not even that strong, so you don't usually want to swap punches. The Guillotine Leg Drop is one of his best moves, along with his famous Snow Plow.

Grappling

Body Slam	B
Suplex	↑ + B
Hammer Punch	↓ + B
Eye Gouge	← + B
Headlock Punch	→ + B

Grappling Behind

Atomic Drop	B
Reverse DDT	↑/↓ + B
Russian Leg Sweep	←/→ + B

Opponent Down

Guillotine Drop	A

Face Up:

Mounted Punches	B (Near Head)
Dragon Lock	B (Near Legs)

Face Down:

La Mahistral	B (Near Head)
Texas Cloverleaf	B (Near Legs)

Opponent In Turnbuckle

Facing:

Uppercut	A
Choke	B, B
Shoulder Tackle	B, ↑/↓ + B
Suplex	B, ←/→ + B

Behind:

Uppercut	A
Backdrop	B, (↑/↓ +) B
TB Smash	B, ←/→ + B

On Top Of Turnbuckle

Flying Clothesline	A
Shoulder Tackle	B

Opponent Stunned

Facing:

Uppercut	A
Powerbomb	B

Behind:

German Suplex	B

Opponent Groggy

Facing:

Uppercut	A
Headbutts	B

Behind:

Reverse Suplex	B

Running

Facing:

Clothesline	A
Spear	B

Behind:

Face Crusher	B

Opponent Down:

Guillotine Leg Drop	A

Partner Attacks

Type A:

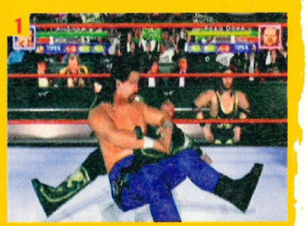
A + B	Suplex & Leg Drop
B + X	Lariat
A + X	Snow Plow

Type B:

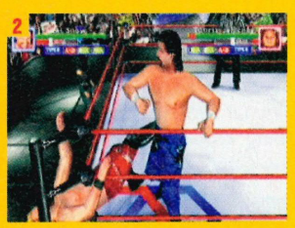
A + B	Suplex & Leg Lock
B + X	Head Attack
A + X	Pass Medium Item

Type C:

A + B	Throw & Middle Kick
B + X	Continuous Attack
A + X	Taunt



[1] Al stitches up his opponent in the powerful Dragon Lock. [2] Snow floors Jericho with his turnbuckle Uppercut [3] Al smashes Y2J head-first into the canvas with his famous Snow Plow.



Specials

Super Guillotine Drop	R (Opponent Down)
Uppercut	R (Opponent In Turnbuckle)
Diving Clothesline	R (On The Top Turnbuckle)
Super Guillotine Drop	R (Running, Opponent Down)
Finisher: Snow Plow	R (Facing Opponent)

Jeff Hardy

> The Hardy Boys have similar stats, but Jeff has the edge in the strength department. He can move around the ring at high speed, which is just as well as you don't him trading blows. His turnbuckle moves are powerful.

Grappling

Body Slam	B
Suplex	↑ + B
Full Body Slam	↓ + B
Arm Twist	← + B
Manhattan Drop	→ + B

Grappling Behind

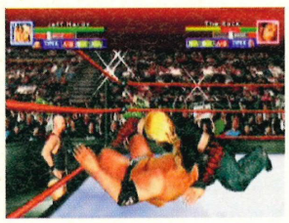
Abdominal Stretch	B
Backdrop	↑/↓ + B
Dragon Sleeper	←/→ + B

Opponent Down

Sunset Flip	A

Face Up:

Mount Punch	B (Near Head)
Bridge Pin	B (Near Legs)



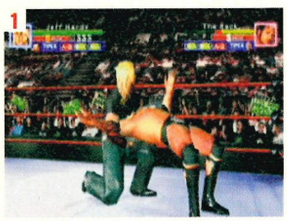
Face Down:

Camel Clutch	B (Near Head)
Knee Smash	B (Near Legs)

Opponent In Turnbuckle

Facing:

Elbow Smash	A
10-Count Punch	B, B
Suplex	B, ↑/↓ + B
Tornado DDT	B, ←/→ + B



Behind:

Elbow Smash	A
Backdrop	B, (↑/↓ +) B
TB Smash	B, ←/→ + B

On Top Of Turnbuckle

The 450	A
Shooting Star Press	B

Opponent Stunned

Facing:

Clothesline	A
Chickenwing Suplex	B

Behind:

School Boy	B

Opponent Groggy

Facing:

Clothesline	A
DDT	B

Behind:

Backdrop	B

Running

Facing:

Clothesline	A

Specials

Super Sunset Flip	R (Opponent Down)
Super Elbow Smash	R (Opponent In Turnbuckle)
Swanton Bomb	R (On Turnbuckle)
Super Guillotine Drop	R (Running, Opponent Down)
Finisher: Frankensteiner	R (Facing Opponent)

Matt Hardy

> Like his brother, Matt has good speed and stamina. While not as strong, he has better defensive skills, so he doesn't need to keep on the run as much. Again, his most powerful attacks are off the turnbuckle, so use it when you can.

Grappling

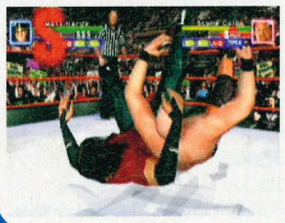
Body Slam	B
Suplex	↑ + B
DDT	↓ + B
Neckbreaker	← + B
Manhattan Drop	→ + B

Grappling Behind

Atomic Drop	B
Backdrop	↑/↓ + B
Russian Leg Sweep	←/→ + B

Opponent Down

Guillotine Leg Drop	A



Face Up:

Sleeper	B (Near Head)
Bridge Pin	B (Near Legs)

Face Down:

Camel Clutch	B (Near Head)
Knee Smash	B (Near Legs)

Opponent In Turnbuckle

Facing:

Elbow Smash	A
10-Count Punches	B, B
Suplex	B, ↑/↓ + B
Swing DDT	B, ←/→ + B

Behind:

Elbow Smash	A
Backdrop	B, (↑/↓ +) B
Crucifix Powerbomb	B, ←/→ + B

On Top Of Turnbuckle

The 450	A
Shooting Star Press	B

Opponent Stunned

Facing:

Elbow Smash	A
Fisherman Suplex	B

Behind:

Tiger Suplex	B

Opponent Groggy

Facing:

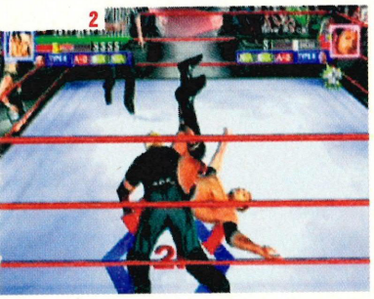
Elbow Smash	A
Double Arm Suplex	B

Behind:

Sleeper DDT	B

Specials

Super Guillotine Drop	R (Opponent Down)
Super Elbow Smash	R (Opponent In Turnbuckle)
Swanton Bomb	R (On Turnbuckle)
Super Neckbreaker	R (Running, Facing Opponent)
Finisher: Twist Of Fate	R (Facing Opponent)



[1] Jeff performs a novel Dragon variation on the standard Sleeper. [2] He ties up the Rock with a classic School Boy pin.

Head Scissors Takedown	B
Behind:	
Bulldog	B
Opponent Down:	
Guillotine Leg Drop	A

Partner Attacks

Type A:		
A + B	DDT & Flip Splash	
B + X	Spinning Wheel Kick	
A + X	Swanton Bomb	
Type B:		
A + B	DDT & Flip Splash	
B + X	On All Fours & Wheel Kick	
A + X	Pass Medium Item	
Type C:		
A + B	Drop Kick & Rolling Clutch	
B + X	On All Fours & Wheel Kick	
A + X	Pin Interrupt	

Running

Facing:	
Clothesline	A
Neckbreaker	B
Behind:	
Bulldog	B
Opponent Down:	
Guillotine Leg Drop	A

Partner Attacks

Type A:		
A + B	Double Leg Drop	
B + X	High Flyer	
A + X	Twister	
Type B:		
A + B	Double Facecrusher	
B + X	Clothesline	
A + X	Pass Medium Item	
Type C:		
A + B	Double Leg Drop	
B + X	Drop Kick To Rolling Clutch	
A + X	Pin Interrupt	

Shane McMahon

SECRET CHARACTERS

> Unlock this secret wrestler by winning Royal Rumble mode on any difficulty level. Shane's speed is good, but he's one of the weakest wrestlers. His attacks lack power, apart from his damaging Corporate Elbow.

Grappling

Body Slam	B
Suplex	↑ + B
DDT	↓ + B
Eye Gouge	← + B
Headlock	→ + B

Grappling Behind

Bulldog	B
Backdrop	↑/↓ + B
Sleeper	←/→ + B

Opponent Down

Elbow Drop	A
Face Up:	
Sleeper	B (Near Head)
Groin Kick	B (Near Legs)
Face Down:	
Camel Clutch	B (Near Head)
Knee Smash	B (Near Legs)

Opponent In Turnbuckle

Facing:	
Reverse Chop	A
Choke	B, B
Shoulder Tackle	B, ↑/↓ + B
10-Count Punch	B, ←/→ + B
Behind:	
Reverse Chop	A
Backdrop	B, (↑/↓ +) B
TB Smash	B, ←/→ + B

On Top Of Turnbuckle

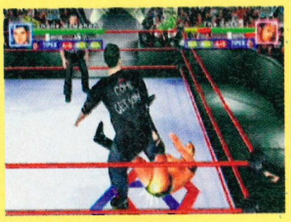
Drop Kick	A
Shoulder Tackle	B

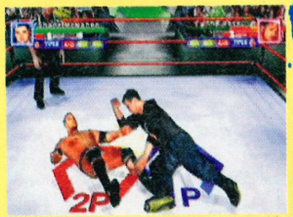
Opponent Stunned

Facing:	
Slap	A
Snapmare	B
Behind:	
German Suplex	B

Opponent Groggy

Facing:	
Slap	A





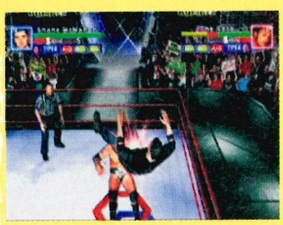
Powerbomb	B
Behind:	
Reverse Suplex	B

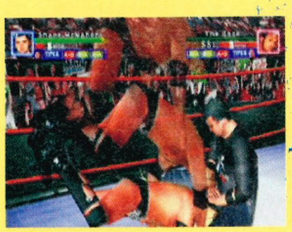
Running

Facing:	
Low Blow	A
Neckbreaker	B
Behind:	
Bulldog	B
Opponent Down:	
Elbow Drop	A
Corporate Elbow	B

Partner Attacks

Type A:		
A + B	Scoop Slam & Elbow Drop	
B + X	Back Elbow	
A + X	Low Blow & Knee Kick	
Type B:		
A + B	Double Team Splash	
B + X	Back Elbow	
A + X	Pass Large Item	
Type C:		
A + B	Scoop Slam & Elbow Drop	
B + X	Throw & Low Blow	
A + X	Pin Interrupt	





Specials

Corporate Elbow	R (Opponent Down)
Super Reverse Chop	R (Opponent In Turnbuckle)
Flying Knee Kick	R (On Top Of Turnbuckle)
Super Corporate Elbow	R (Running, Opponent Down)
Finisher: X-Factor	R (Facing Opponent)

Vince McMahon

> Unlock this secret wrestler by winning Exhibition mode on any difficulty level. The WWF supremo is much better to use than his son Shane. While not quite as quick, he boasts more powerful moves – a similar set to Stone Cold.

Grappling

Body Slam	B
Suplex	↑ + B
DDT	↓ + B
Eye Gouge	← + B
Headlock	→ + B

Grappling Behind

Bulldog	B
Backdrop	↑/↓ + B
Sleeper	←/→ + B

Opponent Down

Stomp	A
Face Up:	
Mount Punch	B (Near Head)
Groin Kick	B (Near Legs)
Face Down:	
Camel Clutch	B (Near Head)
Knee Smash	B (Near Legs)

Opponent In Turnbuckle

Facing:	
Clothesline	A
Choke	B, B
Shoulder Thrusts	B, ↑/↓ + B
10-Count Punch	B, ←/→ + B
Behind:	
Clothesline	A
Backdrop	B, (↑/↓ +) B
TB Smash	B, ←/→ + B

On Top Of Turnbuckle

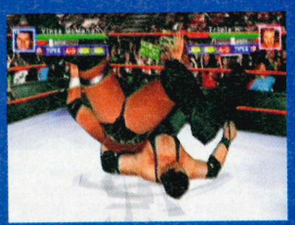
Clothesline	A
Shoulder Tackle	B

Opponent Stunned

Facing:	
Clothesline	A
Powerbomb	B
Behind:	
Dragon Suplex Pin	B

Opponent Groggy

Facing:	
Elbow Smash	A



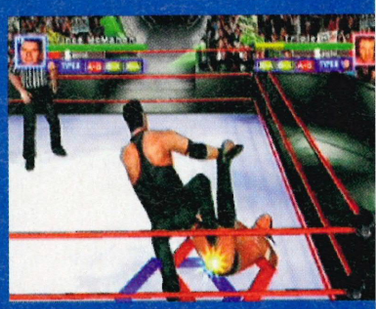
Suplex	B
Behind:	
Reverse DDT	B

Running

Facing:	
Clothesline	A
Neckbreaker	B
Behind:	
Bulldog	B
Opponent Down:	
Stomp	A

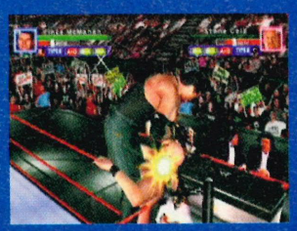
Partner Attacks

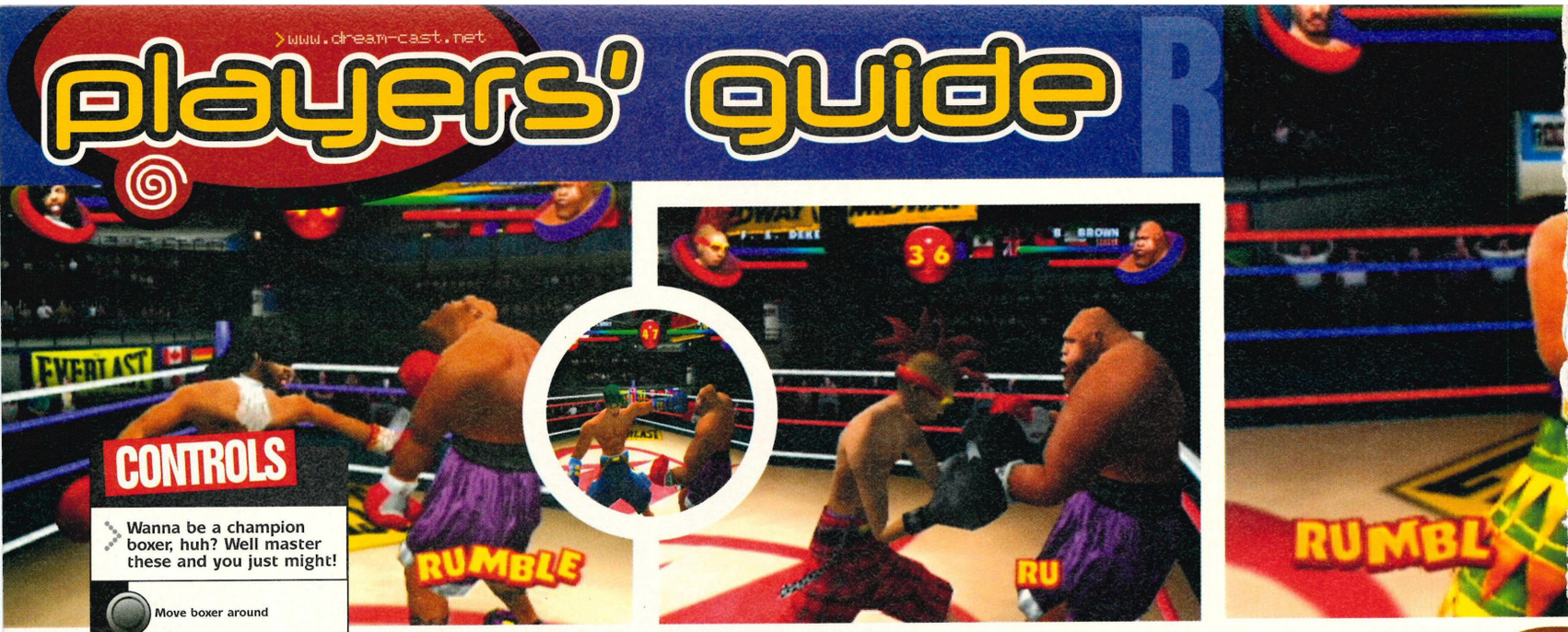
Type A:		
A + B	Double Team Punch	
B + X	Low Blow	
A + X	Mac Stunner	
Type B:		
A + B	Toss & Eye Gouge	
B + X	Double Lariat	
A + X	Pass Medium Item	
Type C:		
A + B	Double Team Punch	
B + X	Leg Tackle & Taunt	
A + X	Taunt	



Specials

Super Stomp	R (Opponent Down)
Super Clothesline	R (Opponent In Turnbuckle)
Axehammer	R (On Top Of Turnbuckle)
Super Clothesline	R (Running, Facing Opponent)
Finisher: Mac Stunner	R (Facing Opponent)



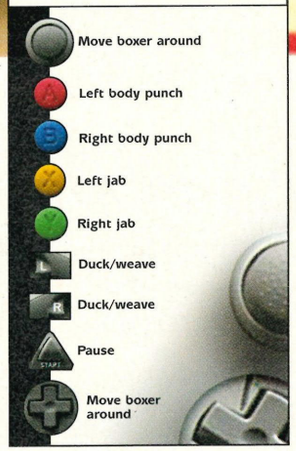


Ready 2 Rumble Boxing: Round 2

So you wanna fight like a man, do ya? Well you'd better enter the DREAMCAST SOLUTIONS training gym for a full workout and boxing masterclass. Step on in... round two's about to start.

CONTROLS

Wanna be a champion boxer, huh? Well master these and you just might!



essential information

Dreamcast solutions

Ready 2 Rumble: Round 2

Publisher	Midway
Developer	In-house
Origin	USA
Price	£39.99
Genre	Beat-'em-up
Released	Out Now

two players

vibration pack

arcade stick

visual memory

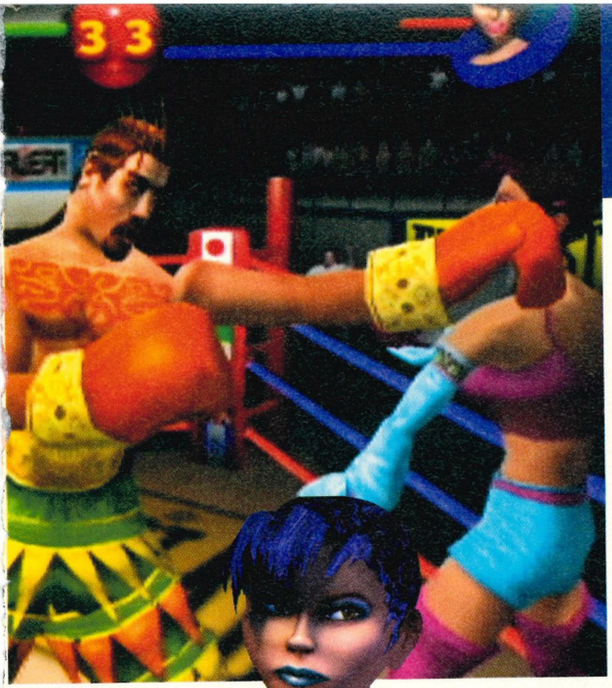
VM information

Save position	Y
Logo during play	Y
Mini-game	N

[1] Butcher might well be a big black man, but get him in the corner and you'll have him on the floor in seconds. [2] ROBOX RESE-4 might just be a clever marketing ploy, but with fists of iron he's a tough cookie. [3] It's rumble time for Butcher. [4] Don't be fooled by Stubby's oafishness: he's got an evil left hook.

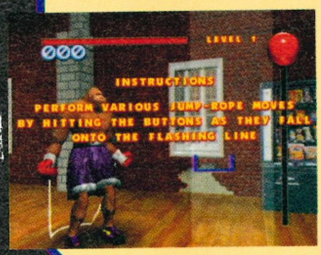
The Championship

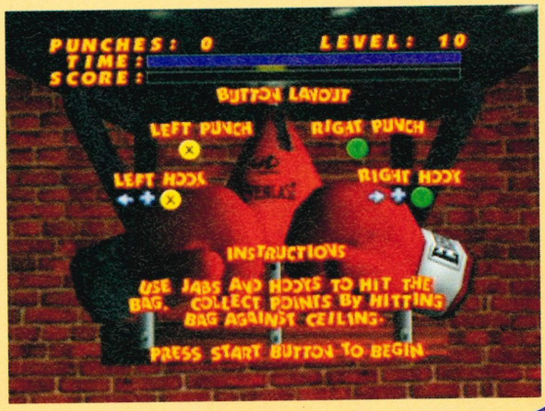
When you go into the Championship, you're entering the ultimate competition. Not only are you the boxer, you're also the trainer and manager. Only 12 fights stand between you and the *Ready 2 Rumble: Round 2* Championship, but it's not an easy journey. Three years have passed since the first *Ready 2 Rumble* Championship and your boxer is bang out of shape from lazing around, losing that special touch. It's up to you to get your chosen fighter back into shape and into title-challenging form. Think you can do it? Well follow our exclusive training guide and you could just make it to the top... if you've got the dedication, that is.



Jump Rope

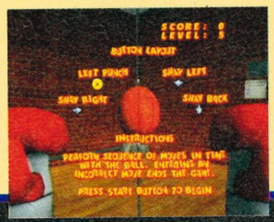
Cost: Free
Benefits: Dexterity, Endurance
Object Of Training: Perform various jump-rope moves by hitting the buttons as they fall onto the flashing lines. You need to have quick reactions to make sure you hit the buttons on time as they come flying down. The higher the level, the faster the notes fall – you'll need the reactions of Superman if you're to succeed on the higher levels, though.





Sway Bag

Cost: Free
Benefits: Dexterity, Stamina
Object Of Training: Perform a sequence of moves in time with the ball. Entering an incorrect move ends the game. As you get better and the levels move up, the sequences get far more complex and also faster. So you'll have to have your brain in gear to remember the order, as well as your fingers on fire to make sure you make the most of this training. It's made harder by the fact that you need to time it perfectly, but once you get going you should fly through.



Speed Bag

Cost: Free
Benefits: Strength, Endurance
Object Of Training: Use jabs and hooks to hit the bag as many times as possible. This is one of the must fun training events, as well as being the easiest – just hit that damn punch ball until you knock the stuffing out of it!

essential information

Dreamcast magazine says

"A hilarious take on the po-faced sport that plays like a dream"

continued

continued

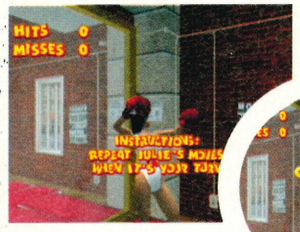
Heavy Bag

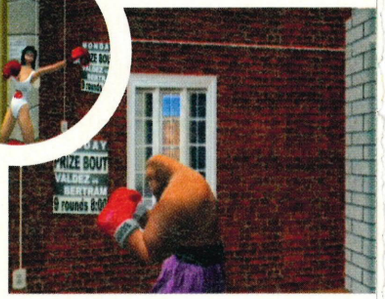
Cost: Free
Benefits: Strength, Stamina
Object Of Training: The Heavy Bag is similar to the Sway Bag, in that you have to follow instructions and enter punches as they appear on the screen, before the timer runs out.

However, there are a number of moves that you have to remember as there's no time to look down and work them out once you're training. This makes it one of the toughest and least enjoyable events. Here are the moves to help you out, as they disappear once the training starts – now memorise them!

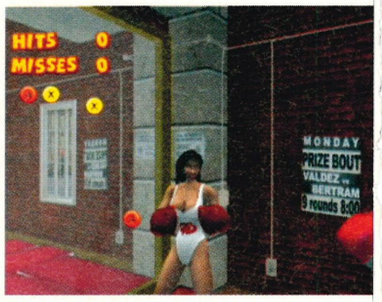
X – Left Jab
X + ← – Left Hook
A – Left Body
B – Right Body
Y – Right Jab
Y + ← – Right Hook
X + ↑ – Uppercut

Rumble Aerobics





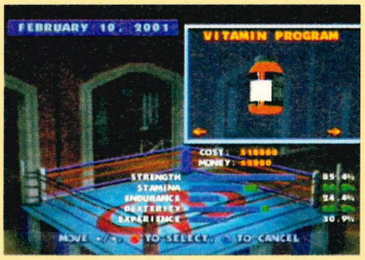
Cost: Free
Benefits: Endurance, Dexterity
Object Of Training: Repeat Julie's (the patronising aerobics instructor) moves. This one's similar to the Heavy Bag and Sway Bag in that you have to hit the buttons at the right time as they appear on screen. As the levels go up, it gets faster and faster, and you'll get pretty darn sweaty trying to keep up with her! Try to remember the sequence before it disappears though – if you miss one, it's difficult to catch up again and you'll muck up the whole training session. As the timing of your punches is so vital, the aerobics training is actually pretty tough. But if you can put up with Julie it's well worth the effort.



Vitamin Program

Cost: $10,000
Benefits: Stamina, Endurance

If you're one of those boxers who just hates having to hit the weights in the gym then this is the perfect supplement to your exercises. Not only will it help your stamina, but it'll improve your endurance to get you through the fight.



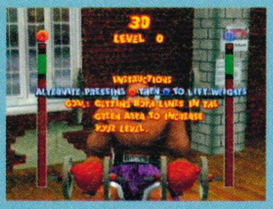
Rumble Mass

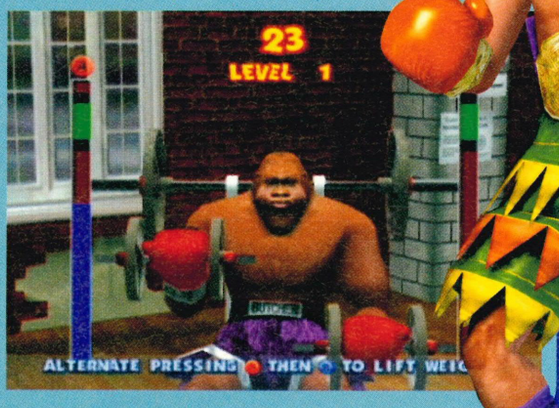
Cost: $25,000
Benefits: Strength, Stamina, Endurance

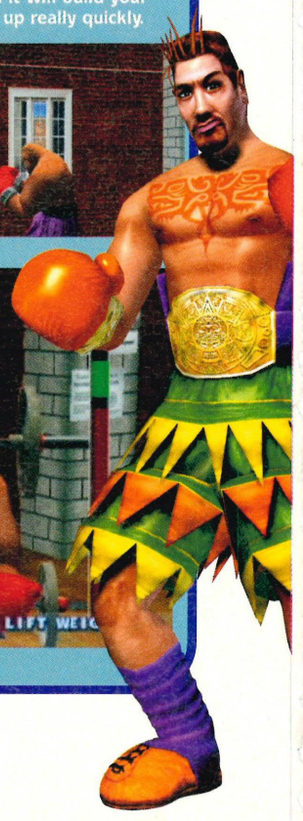
The easiest way to pump up your boxer but also, unsurprisingly, the most expensive. Just pop the pills and they'll pump you up like nobody's business. Just remember, don't take steroids at home: look what happened to Brookside's Mick Johnson!

Weight Lifting

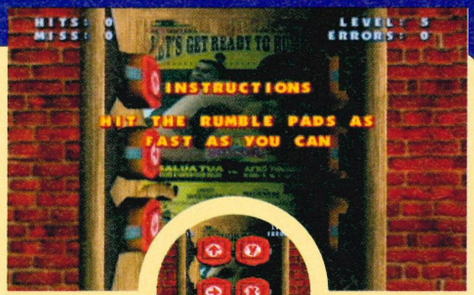
Cost: Free
Benefits: Strength
Object Of Training: By pressing A and B for the left and right arm weights, you have to make sure that you get the white lines into the green area to increase your strength. The higher the level, the smaller the green area, so the harder the training. Precision is the key and once you've got it sussed, it'll take you no time at all to become a bruiser. It's actually a pretty fun way to train and it will build your strength up really quickly.







Rumble Pads



Cost: Free
Benefits: Endurance, Dexterity
Object Of Training: Hit the rumble pads as fast as you can, when they appear. This is definitely the most fun training event and it will really test your hand-to-eye co-ordination.

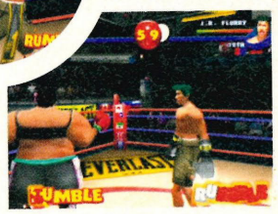
Instant knowledge of where the buttons are on the controller is again vital, and also make sure you learn which pads correspond to which buttons. As the levels go up, the pads flip faster and faster, so once again you'll need those reaction times finely tuned.

2 RUMBLE 2

Taunts

Each boxer has four different taunts to wind up opponents. However, unlike in the first game, there is a point in you performing them other than taking the mickey. By performing your different taunts, you can build up your RUMBLE meter without even having to throw a punch. So when you've got a spare second or two, press those buttons and charge up that meter. The best time to taunt someone is right at the start of a round, before they get near you. Just before and after you've knocked someone down is also good, as the opponents can't take advantage of your vulnerability. Remember, performing a taunt will leave you wide open to attack.

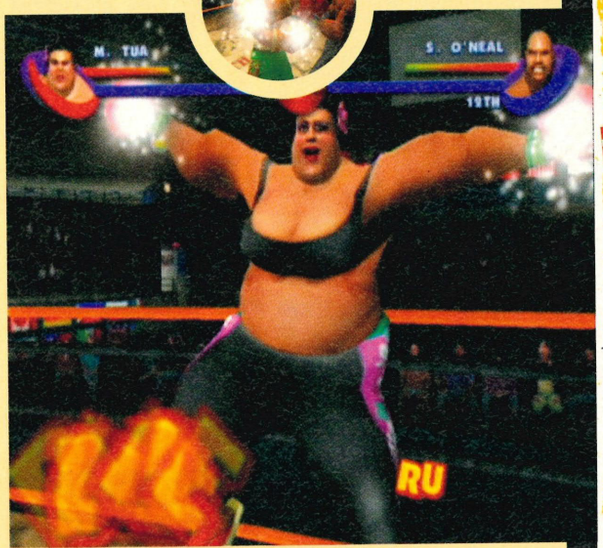
Taunt 1 – X + A will add one letter to your RUMBLE meter.
Taunt 2 – Y + B will add two letters to your RUMBLE meter.
Taunt 3 – A + Y will add three letters to your RUMBLE meter.
Taunt 4 – X + B will add three letters to your RUMBLE meter.

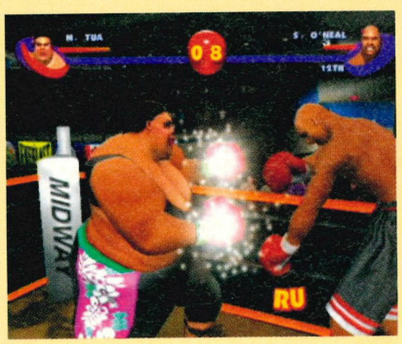


Rumble In The Jungle

If you successfully land a decent punch on an opponent, a letter or two will appear, depending on how hard the punch is. Land six punches and you'll spell out the word RUMBLE. With the word complete, you can now activate it by pressing the L + R buttons simultaneously. Doing this will lead to a short cut-scene where your gloves will begin to glow – the result of which is a period of time where your stamina will be at full level all the time, making you hard as nails..

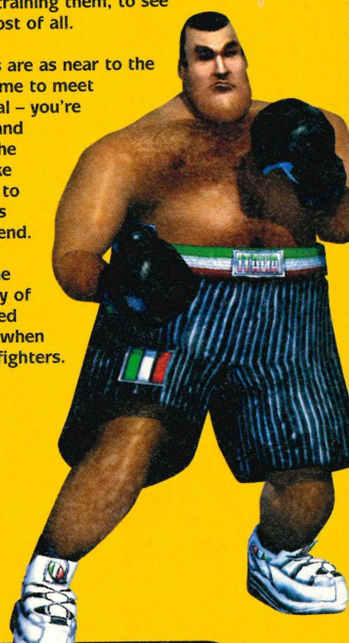
This time around you can build up your RUMBLE meter even more than you could in the first game, because there are three separate levels. So if you're really pulverising your opponent and are in little danger of being crucified, you can build your RUMBLE up to the second (red) or third (silver) level. If you reach these levels, your RUMBLE will be far more vicious and last longer than if you only spell out the word once. Your RUMBLE Flurries will also be more potent. However, if you're having trouble in a fight, it's not worth holding out for the maximum RUMBLE as you'll need to make the most of what you've got.





Top Training Tips

1. The higher the level setting, the harder the training and therefore the more benefit you'll get out of it. This means that your statistics will go up quicker.
2. Have a balanced routine in your training program, making use of all the different pieces of training kits – this will lead to a more rounded boxer. After all, what's the point in having a boxer who's tough as nuts but can't go the distance?
3. Don't do huge amounts of days using just one training method, as it'll do your boxer no good in the long run. Short, sharp sessions, of maybe one or two days, is by far the best way to train.
4. If you want to save time you can choose 'Auto–Training' instead of 'Manual'. This will improve your stats, but not as much as if you do it yourself, the hard way!
5. Make the most of your prize fights and make sure you enter all of them. Not only will you get money from them (if you win of course!) for the priced training supplements, but more importantly they will give you fight experience.
6. If you do decide to do a block set of training, it pays to do it well, so pick a training method that you're good at. Although you don't get the fully rounded effect of doing different types of training, it will build your stats up substantially.
7. The higher number of days you dedicate to a type of training, the more benefits you'll get out of it.
8. You need to keep a balanced training session because if you neglect a certain attribute it will decrease over time. Red on the attribute bar indicates a fall, while green indicates an increase, so make sure you keep an eye on the meters between training.
9. Remember that if you lose three title fights, your gym will close and your Championship challenge and game will come to a premature end.
10. Remember that each boxer is different, so make sure you check out their statistics before you start training them, to see which areas need to be improved most of all.
11. Make sure that you all your statistics are as near to the 100% mark as possible when you come to meet Rumbleman in the Championship final – you're going to need all your Strength, Speed and Endurance to knock him out and claim the crown as your own. To help do this, make sure you have enough money to be able to buy some Rumble Mass and Vitamin Pills before your big bout, as they'll help no end.
12. You're only allowed three shots at the title, so make sure you don't lose any of the early fights – you're going to need your second and third chances later on, when you get to the top three Championship fighters.



The Statistician

Strength: You need to build up your Strength, as it will make your punches even more powerful.

Stamina: It's important to build up your Stamina, as it will affect how long your boxer will be able to last in a fight without getting tired.

Endurance: By building up Endurance, you'll increase your boxer's ability to take punches from opponents without cracking under the pressure.

Dexterity: Speed is of the essence in boxing, so the higher your Dexterity levels, the faster your boxer will move around the ring and throw punches.

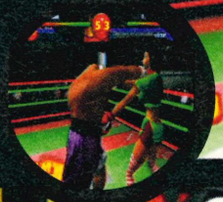
Experience: The more Experience your boxer has, the more wily he'll become. It's all important if you want to be a serious challenger.

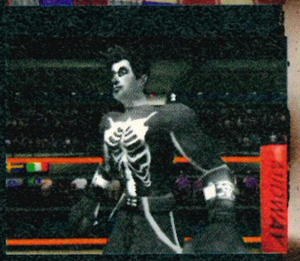
continued

continued>

IT'S A DATE

Now here's a cool little feature that Midway has managed to worm into the game. Set the date on your VM to Christmas day and you might just be lucky enough to catch Selene Strike in her sexy little elf outfit. Set it to Halloween and you might get a fright as players get kitted out in skeleton costumes. Put the clock back to US Independence Day (that's 4 July) and you'll find yourself fighting in a Stars & Stripes-style ring. Pretty damned cool, huh?





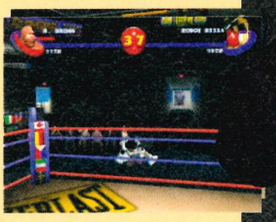
Secret Sluggers

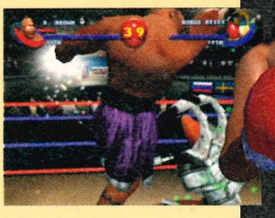
Every time you complete Arcade mode, an extra one is revealed. Here's the order in which they're unlocked.

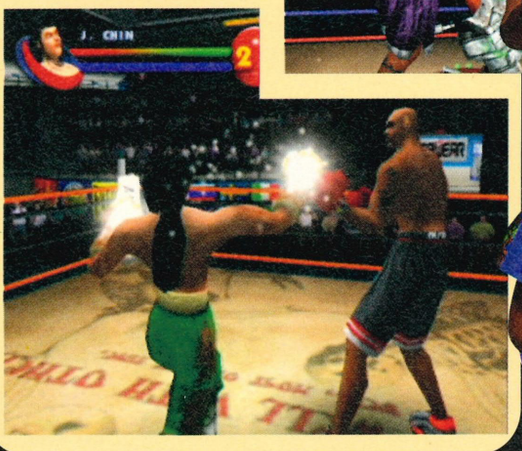
Times Completed	Character
1	Freak E Deke
2	Michael Jackson
3	GC Thunder
4	Wild 'Stubby' Corley
5	Shaquille O'Neal
6	Freedom Brock
7	Rocket Samchay
8	ROBOX RESE-4
9	The President
10	The First Lady

RUMBLE Flurry

To make your boxer even more dangerous, once you've activated the RUMBLE meter you can perform a Flurry by pressing X + Y together. If you do this, your boxer will unleash a series of punches that should knock the socks off any opponent. Best of all though, if you perform a Flurry when your RUMBLE meter has reached its maximum, you'll unleash such a powerful punch that it'll knock your opponent out of the ring. Minty!







CHAMPION COSTUMES

Complete Championship mode to unlock your fighter's champion costume.

Boxers

Moves Key

Note: All moves are shown for a right-facing fighter. When facing left, reverse left/right directions accordingly.

↓	down on D-pad/joystick
↑	up on D-pad/joystick
→	forward on D-pad/joystick
←	back on D-pad/joystick
+	press buttons/directions together
,	press buttons/direction one after the other
/	press either button/direction (not both)

Afro Thunder

Age: 21
Home Town: New York City, New York
Weight: 55kg
Height: 174cm
Reach: 178cm
Arch Rival: GC Thunder

BACKGROUND

After three years away, wooing the acting world of Hollywood, everyone's favourite showman is back in the ring to prove a point – or rather to upstage his cousin, GC Thunder, who's attempting to fill his void (but not if Afro has anything to do with it). Inspired by the family rivalry, Afro will stop at nothing to become the king of the ring again. And with his irresistible charms, who can stop him?

ANALYSIS

Don't let all of his bravado fool you. As in the first game, Afro is not the best boxer around, although he is one of the most fun. He might well float like a bee around the ring, but he punches like a pansy and he's a totally weedy little thing.
Rating: 6/10

Special Moves

←, → + Y
←, ←, Y, Y
←, ←, Y

Combos

↘ + Y, X, B
X, X, Y, Y, Y
↑/↓ + A, Y

Selene Strike

Age: 27
Home Town: Brasilia, Brazil
Weight: 59kg
Height: 189cm
Reach: 203cm
Arch Rival: Mama Tua

BACKGROUND

Having suffered an ignominious loss to the unseeded Mama Tua, Selene is back with a vengeance and ready to kick some severe butt. Now in training with Lulu Valentine, Selene has added a whole load of new moves to her armoury and, with new-found confidence, is ready to reek her revenge.

ANALYSIS

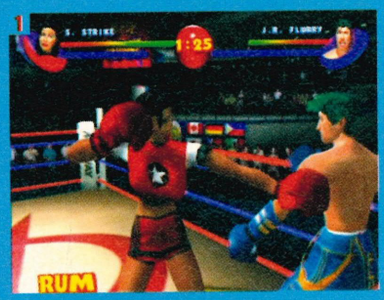
Selene is a fairly well-rounded boxer – no part of her game is particularly bad, but neither is it particularly great. She moves around the ring well and has some lethal combos up her sleeve, but you'll find that up against the stronger boxers she won't be able to cope as well.
Rating: 7/10

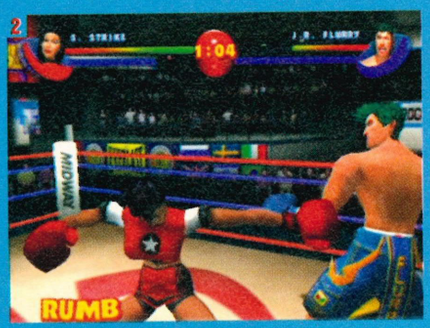
Special Moves

→, → + Y
←, ← + Y
←, → + B

Combos

X, B, A
→, → + Y, B, X
←, ← + Y, Y, Y





[1] She might look like a beauty but she's also a beast in the ring, so don't be fooled by those bouncing friends of hers.
[2] With an impressive reach, Selene's a nifty character.

Boris Knokimov

Age: 33
Home Town: Zagreb, Croatia
Weight: 99kg
Height: 192cm
Reach: 185cm
Arch Rival: Butcher Brown

BACKGROUND

Some have called Boris a 'sell-out', but he prefers to call himself an opportunist. Since the first competition ended, Boris has gone on a whirlwind endorsement blitz, selling himself for advertising space all over the world. Now back in the ring substantially richer and with new confidence, it's about time those sponsors got something back on their investments.

ANALYSIS

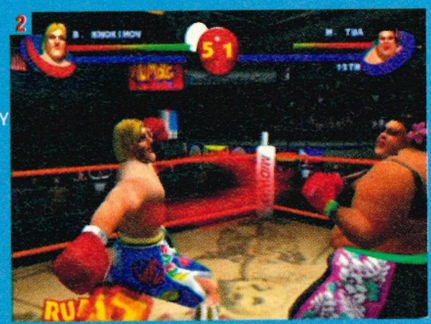
Players fighting with Boris will notice that he sure can pack a punch, but only if you get in close enough thanks to a rather paltry reach. Not particularly fast or slow, he's a very solid performer and a good boxer for beginners.
Rating: 8/10

Special Moves

→, ← + Y
→, ← + Y, A
←, → + B
↑, ↓ + A (Or ↓, ↑ + A)

Combos

X, X, Y
→ + A, Y, X
←, → + B, X, X, Y



[1] Land that right hook perfectly and no-one will survive.
[2] Hey, look at my chest – it's bigger than yours... not!

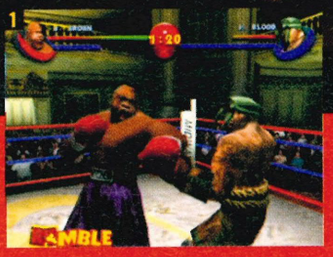
continued

players' guide

READY

continued

Butcher Brown



Age: 26
Home Town: District of Columbia
Weight: 107kg
Height: 180cm
Reach: 208cm
Arch Rival: Boris Knokimov

BACKGROUND

Having been banned from boxing for two years for using an illegal punch known as the 'Devastator' against Bruce Blade, Butcher is back in the ring ready for another shot at the title. However, while Butcher might well have the physical presence in the ring, he's suffering all sorts of problems as his mentor has left him. Does he have the mental discipline to make it to the top? Maybe.

ANALYSIS

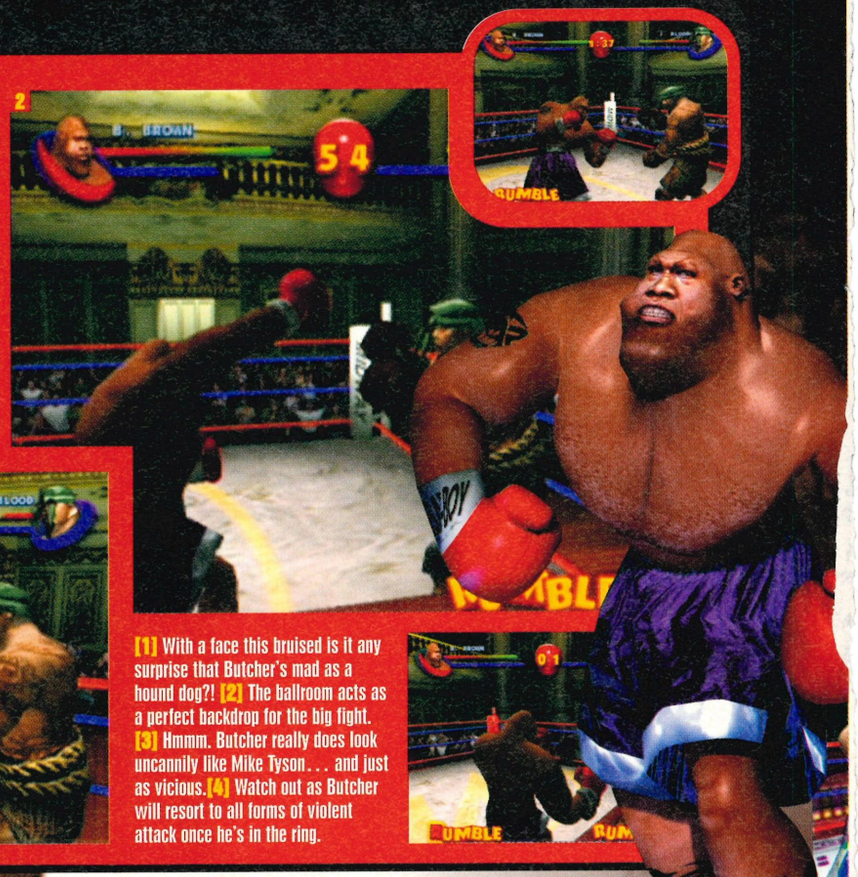
Butcher is one of the best boxers in the game, as he is tremendously powerful and has some knockout moves tucked away in his armoury. His size and power are severely compromised by his lack of speed, but even so, he is still a great boxer to fight with.
Rating: 9/10

Special Moves

←, → + Y
← + X
← + X, B, A
←, → + Y, X, B, A

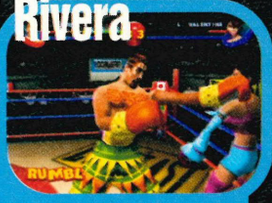
Combos

↘ + Y, Y, Y
Y, X, X
← + Y, X



[1] With a face this bruised is it any surprise that Butcher's mad as a hound dog?! [2] The ballroom acts as a perfect backdrop for the big fight. [3] Hmmm. Butcher really does look uncannily like Mike Tyson... and just as vicious. [4] Watch out as Butcher will resort to all forms of violent attack once he's in the ring.

Angel 'Raging' Rivera



Age: 26
Home Town:Monterrey, Mexico
Weight: 69kg
Height: 180cm
Reach: 180cm
Arch Rival: Rocket Samchay

BACKGROUND

Having beaten Rocket Samchay in a gruelling 12-round battle to finally win a Championship, Angel is now a far more confident boxer. Some might call him a showboater, but there's more to him than meets the eye. Having spurned traditional boxing methods, Angel's technique is enough to knock anyone out and that's exactly what he intends to do.

ANALYSIS

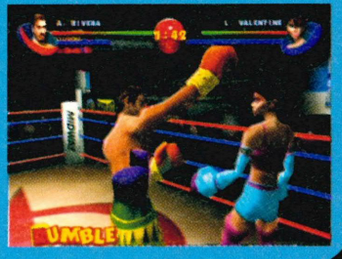
Angel is another very well-rounded boxer and, with his unconventional boxing methods, is definitely an interesting character to play. Due to his size, he's a pretty swift mover around the ring and also has a magic box of punches to knock anyone over. Another good boxer for beginners.
Rating: 7/10

Special Moves

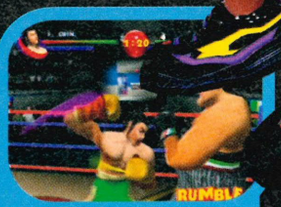
←, → + Y
→, ← + B
→, ← + B, Y
→, ← + B, B, A, B

Combos

→ + X, X, A
↑/↓ + A, B, X
↑/↓ + Y, X



Jet 'Iron' Chin



Age: 23
Home Town: Taipei, Taiwan
Weight: 67kg
Height: 177cm
Reach: 198cm
Arch Rival: Johnny 'Bad' Blood

BACKGROUND

On the back of his success in the first Championship, Jet opened his own boxing school back in Taiwan, no doubt schooling the next generation of *R2R* boxers, as well as some of the current ones including Afro Thunder and Rocket Samchay. Even so, Jet's real love is the boxing action, so he's back in the ring and ready for some more.

ANALYSIS

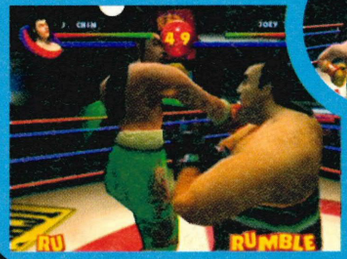
Jet is one of the most nimble fighters in the ring and, unlike Afro Thunder, he really does sting like a bee. His mix of martial arts and Chinese boxing techniques makes him a great little character to play... if you can put up with his constant squalling, that is.
Rating: 8/10

Special Moves

→, ← + Y
←, → + X
← + X
← + X, A, Y, B

Combos

↑/↓ + X, Y, A, Y
→ + X, X, X
↘ + X,
A, Y



2 RUMBLE 2

'Big' Willy Johnson

Age: 111
Home Town: Chester, England
Weight: 79kg
Height: 180cm
Reach: 183cm
Arch Rival: ROBOX RESE-4

BACKGROUND

Being stuck in a perpetual time-warp works well for Willy – whenever he wants a fight he can have one. Although he prefers to fight without gloves, he's adapted his old-school techniques to the modern sport and he's still teaching all the others a lesson or two. Now about that look, Willy...

ANALYSIS

For pure comedy you can't really fault Willy, but that's where the plus points end. Not only is he really hard to get to grips with, he's slow and relatively weak too. He has the knowledge of boxing history and so knows all the moves, but it hardly makes up for his other inadequacies.
Rating: 5/10

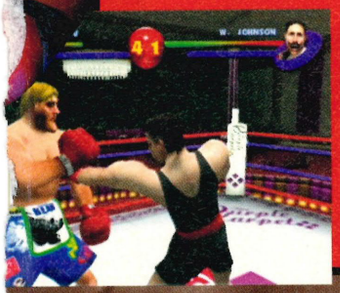
Special Moves

→, → + Y
→, →, ← + X
↑, ↓ + X (Or ↓, ↑ + X)

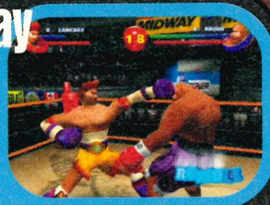
Combos

X, X, Y, Y
→, →, ← + X, A, B, A
↑, ↓ + X (or ↓, ↑ + X), X, X, X, X

[1] Big Willy lets another fist fly as Boris heads for the corner. [2] "Take that you ruffian!" Willy lands another punch on the unsuspecting Boris. [3] Now let's talk about that codpiece, Boris. Is it really a bear under there?



Rocket Samchay



Age: 26
Home Town: Bangkok, Thailand
Weight: 75kg
Height: 189cm
Reach: 198cm
Arch Rival: Angel Rivera

BACKGROUND

Yet again Rocket has his eye on the *Ready 2 Rumble* Championship – and when we say eye, we mean just the one, due to a little fight with Angel Rivera and his thumb! Having returned to Thailand for some extra training, to recuperate and pick up a few new moves from the greatest Asian fighters around, he's now ready once more to wreak his revenge.

ANALYSIS

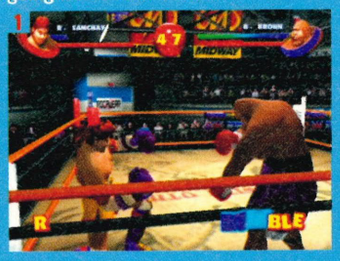
Rocket Samchay was one of the best characters in the original game, and even with just one eye he's still pretty good. With a near perfect blend of speed and strength, mixed together with some good ol' Thai boxing moves, Rocket's well worth going a few rounds with.
Rating: 8/10

Special Moves

←, → + X
→, ← + X
←, → + Y
→, ← + B

Combos

↑/↓ + X, Y
X, X, Y, X
→, ← + B, Y, X



[1] Make sure you're in close enough to make the punches count.

Lulu Valentine

Age: 27
Home Town: Seattle, Washington
Weight: 49kg
Height: 159cm
Reach: 163cm
Arch Rival: Joey T

BACKGROUND

Having set up her own fashion label and range of sportswear, some critics wonder if she's only in it for the promotion and not the Championship. But anyone on the end of one of her punches will tell you that she's all-in for the glory.

ANALYSIS

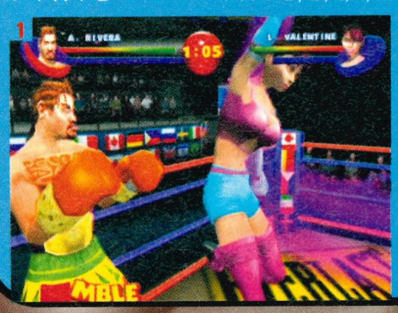
The sex symbol of the ring, Lulu is a vicious fighter, so don't be fooled by those looks. She packs a mighty punch which comes from her immense speed around the ring, so make sure you keep an eye on her. As an overall package she's the business... but she is just a girl.
Rating: Special Moves7/10

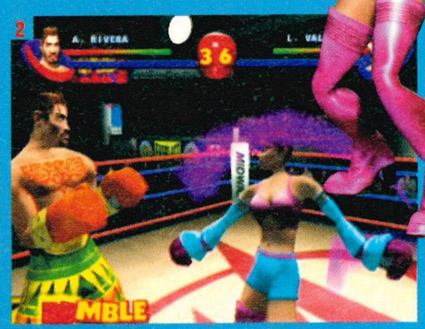
Special Moves

←, ←, → + Y
→ + X + Y
→ + A + B

Combos

X, Y, B, B
↘ + X, Y
→ + A + B, B, Y, Y, X





[1] All the dance training has made Lulu an incredibly athletic boxer, and she's pretty speedy too. [2] It's not just Lulu's breasts that are mesmerising – so are her moves!

continued>

players' guide

READY

continued

Mama Tua

Age: 55
Home Town: Kalopei, Oahu
Weight: 182kg
Height: 183cm
Reach: 196cm
Arch Rival: Selene Strike

BACKGROUND

As you can see, Mama isn't the smallest boxer ever, but then again, she only does it as a means to lose a bit of that excess flab and stay fit. Filling the void of her son Salua Tua, now turned wrestler, Mama has many of the same boxing traits as him, but can she live up to family tradition? Who knows?

ANALYSIS

The first thing that you notice about Mama Tua is that she's a big girl. Make that very big, which means that she's exceptionally slow around the ring and in throwing her punches. However, when she does land a punch, you sure will know about it, what with all that weight behind it. She's probably best avoided, unless you're only after comedy value.

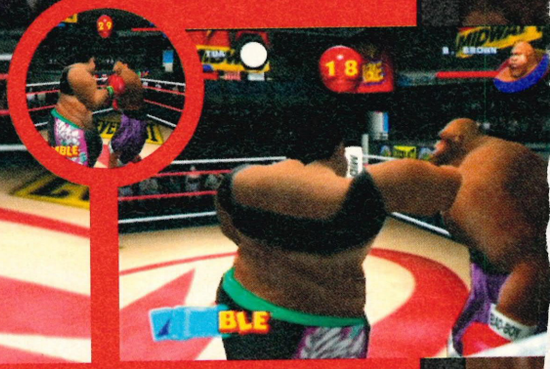
Rating: 5/10

Special Moves

→, → + Y
←, → + A
←, ← + Y
←, ←, → + Y

Combos

X, X
↑/↓ + X, B



[1] Don't tell Mama that she's a 'Fat Mama' as she won't be best pleased, so just watch your mouth. [2] Mama Tua might be quite slow, but with the weight behind her she's a powerful opponent and shouldn't be underestimated. [3] Hey, only a woman would go below the belt.

Joey T

Age: 38
Home Town: Milan, Italy
Weight: 130kg
Height: 195cm
Reach: 200cm
Arch Rival: Lulu Valentine

BACKGROUND

Having honed his boxing skills as a hitman, Joey thought he'd utilise them legally in the ring, only to be beaten by Lulu Valentine. After such an embarrassing start, Joey has undergone some serious training with Mama Tua and now has a worthy arsenal of punches up his sleeve – all he has to do is control that damned Italian temper.

ANALYSIS

For a newcomer, Joey T is a pretty damned fine character. He might not be as refined as some of the others, but he has the raw power to rival the likes of Butcher and Boris. Like Mama Tua, he's fairly slow around the ring but he has great reach to make up for it, meaning you're never safe, however far you are away from him.

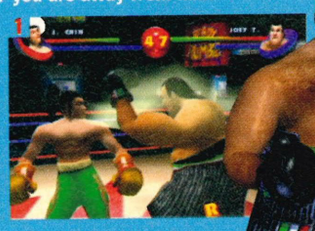
Rating: 8/10

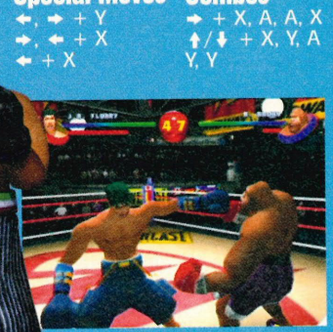
Special Moves

→, → + B
←, ←, → + A
← + X + Y

Combos

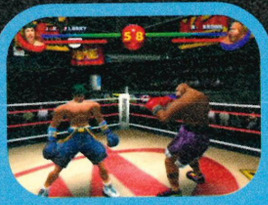
Y, X, X
↑/↓ + B, A, Y, Y
↘ + X, Y





[1] When you've perfected him, Joey is almost unstoppable once he gets his fat belly into gear. Just like Pavarotti...

JR Flurry



Age: 24
Home Town: Los Angeles, California
Weight: 68kg
Height: 156cm
Reach: 190cm
Arch Rival: Wild 'Stubby' Corley

BACKGROUND

Once dubbed the 'Prodigal Pugilist' because of the way he turned on his former trainer, he's now chilled out and lost his youthful arrogance. He's still pretty cocky, but mixed in with some highly refined skills and all that he's learnt from his coaching, he is the supreme article and ready to claim that title as his own. And who'd stop him?

ANALYSIS

Of all the boxers, JR Flurry has the most similarities to Angel Rivera in that he's a solid all-round boxer. Relatively fast and moderately powerful, he's not one to be messed with in the ring. Add to that some great little moves and you have got yourself one of the coolest new boxers on the circuit.

Rating: 8/10

Special Moves

←, → + Y
→, ← + X
← + X

Combos

→ + X, A, A, X
↑/↓ + X, Y, A
Y, Y

2 RUMBLE 2

Johnny 'Bad' Blood

Age: 21
Home Town: Papatoetoe, New Zealand
Weight: 189cm
Reach: 220cm
Arch Rival: Jet 'Iron' Chin

BACKGROUND

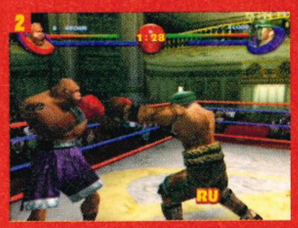
With the exit of his brother from the *Ready 2 Rumble* crowd, Johnny Blood has come along to fill his void, although he's nothing like his sibling. Despite being a sheepherder for most of his life he's a vicious soul, as attested by numerous pub fights. His Maori fighting skills are savage and, along with his desire to eclipse the performances of his brother, that means he's a real tough cookie.

ANALYSIS

Johnny's a fairly decent character, albeit a little slow. However, he does know how to pack a punch or two, with a decent array on show. His unconventional techniques make him quite a fun character to play with, but he's not the easiest to master.
Rating: 7/10

Special Moves
←, ←, → + X
→ + X + Y
←, ←, → + Y

Combos
↑/↓ + B, X, B
↘ + Y, X
X, Y



[1] Johnny 'Bad' Blood's double-whammy fisting is enough to knock anyone out for the count. [2] He might well be wearing a really silly-looking hat, but he's not as stupid as he looks, so beware. [3] Johnny didn't get a reputation for being a tough pub brawler for nothing. [4] He might not be ace but he knows how to land a punch.

Freak E Deke

Age: 19
Home Town: Toronto, Canada
Weight: 58kg
Height: 156cm
Reach: 188cm
Arch Rival: Freedom Brock

BACKGROUND

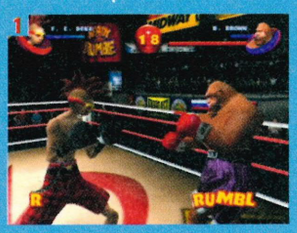
Punk rocker Freak E Deke is not your average boxer – well, who else has a Mohican and wears goggles in the ring? Freak E learnt his fighting skills from other rockers in mosh pits around the world, where he also developed a high pain tolerance. Not one to be underestimated, this wiry boxer could surprise you.

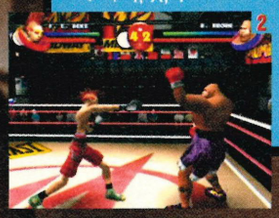
ANALYSIS

In a word, Freak E Deke is rubbish. In fact he's pathetic. He might be a cool-looking character but that's all. He's a real wimp as he runs around the ring looking like a minnow in shark-infested waters and he's by far and away the weakest character in the game. The only good thing about him is his endurance for pain.
Rating: 4/10

Special Moves
→, → + Y
←, → + Y

Combos
X, Y, Y, Y
← + Y, X, Y





[1] For a punk rocker FreakE Deke is a really wet blanket. [2] Errr... you'll be wanting to get a little closer then...

ROBOX RESE-4

Age: 1
Home Town: Chicago, Illinois
Weight: 68kg
Height: 156cm
Reach: 203cm
Arch Rival: 'Big' Willy Johnson

BACKGROUND

Designed to advertise for the ROBOX aerobic boxing cardio-fitness machine, ROBOX RESE-4 might just be a cheap marketing ploy but don't say that to his face. This boy does more than just exercise and take a few punches to the face – he gives it back with a whole load of added power. Rest assured, he is no punchbag.

ANALYSIS

Of all the new characters in the game ROBOX RESE-4 is by far the coolest, and he's pretty damn minty too. As you'd expect, he's tough as nuts, being metal and all, but he is quite slow at the same time (maybe he needs oiling). This slowness in movement means that he's quite tricky to get used to, but once you've mastered his techniques there'll be no stopping you.
Rating: 8/10

Special Moves
←, → + Y
→, ← + Y
→, ← + X

Combos
X, Y, Y
↑/↓ + A, B, Y

[1] We're not sure what ROBOX has eaten but it sure gives a fair amount of power in those fists of his. [2] Anyone on the receiving end of ROBOX's metallic punches will tell you how damn painful it is. [3] Sure, he might have a punch bag for a head, but it certainly isn't full of nothing as he's a pretty astute boxer.

continued ›

players' guide

continued>

G C Thunder

Age: 20
Home Town: Miami, Florida
Weight: 54kg
Height: 174cm
Reach: 178cm
Arch Rival: 0Afro Thunder

BACKGROUND

He may seem like the diminutive type, but GC has as much flamboyance as his cousin Afro when it comes to boxing. Some say he's even more of a poser than Afro, but that hasn't stopped him from using his success to open his own chain of hair salons or bragging about his boxing credentials.

ANALYSIS

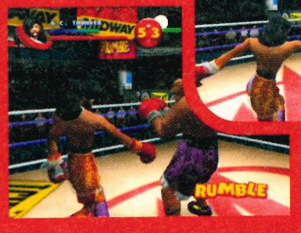
Unlike Afro Thunder, GC has the power but not the speed when it comes to the fight. This makes him a tough customer in the ring, although he is fairly difficult to control and, combined with his relative slowness, quite a frustrating character. One for the more experienced boxers out there.
Rating: 7/10

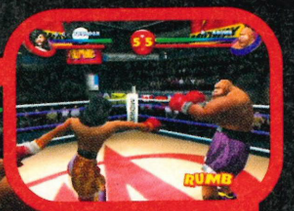
Special Moves

→, ← + Y
→ + A + B
←, → + X

Combos

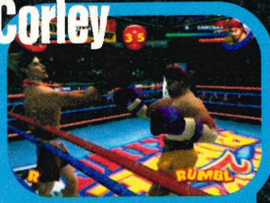
X, X, Y, B
→ + A + B, X, Y
X, A, B, B





[1] GC Thunder is an even bigger poser than his cousin Afro. [2] And there was us thinking that the wet perm look had gone out of fashion back in the Eighties. But then he is a hairdresser after all. [3] As he winds up for the killer strike, GC realises that there's a hair out of place and stops.

Wild 'Stubby' Corley



Age: 21
Home Town: Cosicana,Texas
Weight: 66kg
Height: 189cm
Reach: 196cm
Arch Rival: JR Flurry

BACKGROUND

After losing his left hand in a rodeo accident, 'Stubby' was fitted with an artificial glove during his recovery and discovered that it gave him a gift for the art of boxing. Known for having the fastest jab in the West, he's out to beat the rest of the boxers with just one hand... that'll be one real hand then.

ANALYSIS

Stubby's another well-balanced character – if you can escape his cowboy antics, that is. He packs a real punch with that left hand of his and that's where his real abilities lie. He's not the quickest boxer on the circuit, which can prove to be quite frustrating.
Rating: 7/10

Special Moves

→, → + Y
→, → + B
←, → + Y

Combos

↑/↓ + B, X, Y, A
X, Y, Y
→, → + B, X, Y

Freedom Brock

Age: 38
Home Town: Santa Cruz, California
Weight: 59kg
Height: 156cm
Reach: 193cm
Arch Rival: Freak E Deke

BACKGROUND

To get the most out of Freedom Brock, just tell him he's scrapping over a killer wave. He might be a layabout surfer, but he needs money so he can follow the surf around the world and the quickest way to do that is by boxing. As soon as he hits the canvas he becomes a madman: just look at the coasts of Australia to see the number of people he's laid out for pinching a wave.

ANALYSIS

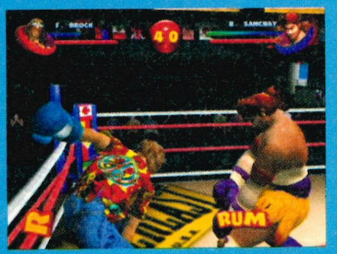
Freedom Brock's dopey, laid-back approach to action in the ring isn't the easiest to get to grips with and in this respect he's quite similar to Freak E Deke. Not greatly powerful or fast, and without a particularly good technique, he's far from being the knockout boxer he wants to be.
Rating: 6/10

Special Moves

→, → + A
→, → + Y
←, ← + Y

Combos

X, X
↑/↓ + X, A, Y
Y, B, B



Shaquille O'Neal

Age: 23
Home Town: Los Angeles, California
Weight: 143kg
Height: 213cm
Reach: 229cm

BACKGROUND

Yes, it's the superstar basketball player and one-time member of the American 'Dream Team'. Quite why Shaq's stopped slamdunking and gone into boxing is unknown – maybe he just wanted a change of scenery – but it doesn't matter as it's good to see him here.

ANALYSIS

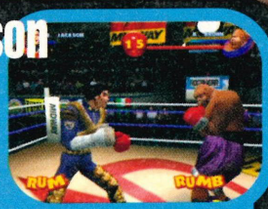
Shaq has one main advantage over everyone on the circuit, and that's his incredibly long arms which mean he can safely attack from a distance without being punched back. However, this also means that his punches are quite slow and boxers can see them coming a mile off. Still, it's Shaq and he's ace.
Rating: 8/10

Special Moves

←, → + X + Y
↑, ↓ + X (Or ↓, ↑ + X) ←, ← + Y

[1] Shaquille has a huge reach, giving him a big advantage over the other boxers. [2] Ah, so that's where the slamdunking skills come into play for Shaq. [3] He's a cheeky monkey going below the belt like that – it's gotta hurt. [4] "Hey look, there's a flock of seagulls flying overhead." Ah, it gets them every time.

Michael Jackson



Age: Unknown
Home Town: Gary, Indiana
Weight: 57kg
Height: 168cm
Reach: 185cm

BACKGROUND

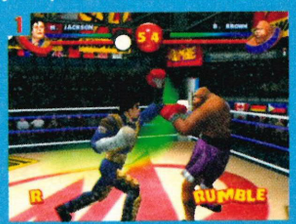
Ah, the self-proclaimed 'King Of Pop'. Having personally approached Midway for inclusion in the game, his request was immediately accepted and here he is. After a few years out of the music industry spotlight, this is just the way for Jacko to get back into the action... and of course the tabloids!

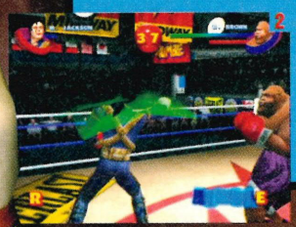
ANALYSIS

The coolest thing about Jacko is the fact that he Moonwalks for one of his taunts and you can't complain about that. As a boxer he's tougher than you might imagine (must be all that weight training) and packs a hefty punch when he wants to. He's not bad and he's not great, but that's not really the point is it? – it is Michael Jackson after all.
Rating: 7/10

Special Moves

→, → + X
←, → + A
→, ← + Y





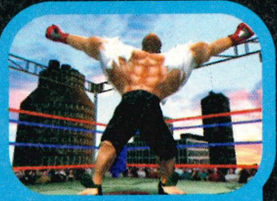
[1] Wacko Jacko lets loose his devilish combo of punches. [2] You think that's good? Wait till you see the Moonwalk.

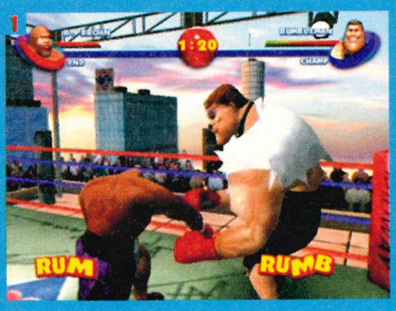
Rumble Man

Age: Unknown
Home Town: Encino, California
Weight: 232kg
Height: 254cm
Reach: 305cm

BACKGROUND

Rumbleman is none other than a mutated version of the ringmaster himself, the one and only Michael Buffer. How and when he underwent this mutation is unknown, but what we can tell you is that he's tough as monkey nuts. His reach is huge and he's incredibly powerful, but the downside of this is that he is really, really slow. When fighting against him, wait until he performs a taunt as he'll then be wide open to attack. Just don't let him build up his RUMBLE meter, as that's when he becomes unstoppable.





[1] Rumbleman is huge so you'll have to get in right up close to do him any damage. [2] He certainly has more than a few similarities to gorillas. Shame he's just as powerful. [3] Whatever you do, never let Rumbleman go into Rumble mode as there'll be no stopping him then – he will just pummel you into the ground.

continued

players' guide

STREETFIGHTER 3: 3RD STRIKE

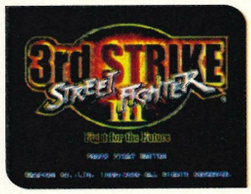
What? Another *StreetFighter*? Yup, and anyone who's worth their gaming salt will know that this version plays like a dream! All the moves and all the secrets? You've come to the right place!

CONTROLS

These are the standard in-game controls. Change them in options screen.

essential information

Dreamcast Solutions StreetFighter 3: 3rd Strike



Publisher	Virgin Interactive
Developer	Capcom
Origin	UK
Price	£39.99
Genre	Beat-'em-up

two player

vibration pack

Arcade Stick

Modem

visual memory

VM information

Save position	Y
Logo during play	Y
Mini-game	N

So you wanna be a Street Fighter?

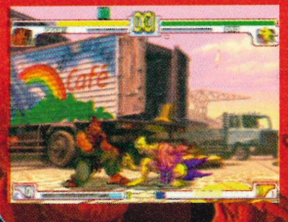
If you don't know the basics of *StreetFighter*, you must have been asleep for the past ten years! For all you street-fighting freshers out there, here's the rundown on all the standard moves. Don't leave home without them!

Standing Block
Push and hold ← to block a high or medium attack. Light hits will be blocked without losing any energy. Heavy hits such as combos and Super Arts will inflict some damage but it will be vastly reduced.

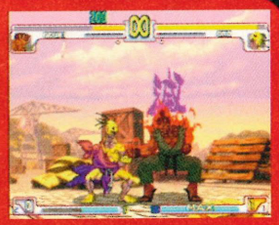
Crouching Block
Push and hold ↙ to block a low attack. This will block attacks such as sweeps and slides, and jabs.

Dash/Retreat
By pressing →→ you can make your character move forwards or backwards quickly. Good for getting out of awkward situations.

High Jump
By pressing ↓ ↑ in quick succession, your character will perform a jump that takes him/her considerably higher than usual.



Jump Attack
Your character can be made to perform a jumping attack by pressing HP + HK.



Personal Action
Every fighter has a different Personal Action (a taunt), which can be called upon by pressing LP + LK.

SUPER ARTS
Each character has a selection of at least three different Super Arts. These are souped-up special moves that do a ton of damage if they hit. If they miss, your defence will be left wide open – put them in a combo to make sure.

The Word on the Street

› It's essential that you use the following key if you're to make any sense of the moves guide. Some of the moves, like the 720 rotations, are very hard to do – if you can't get them to work, don't stress out. Just keep practising!

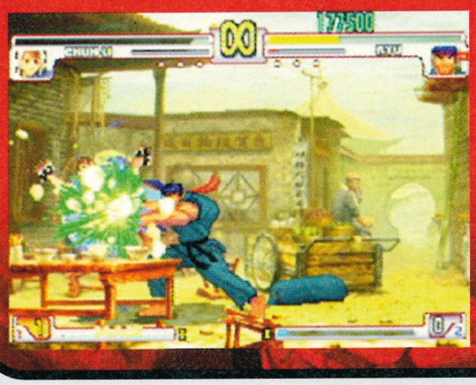
Note: All moves are shown for a right-facing fighter. When facing left, reverse left/right directions accordingly.

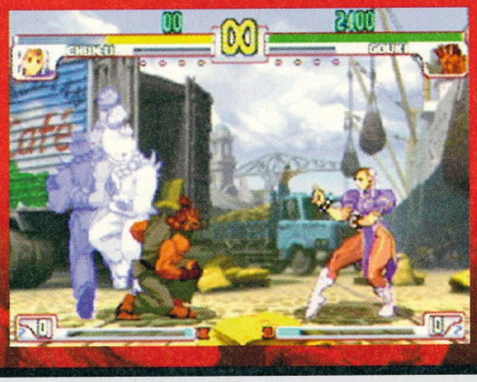
↓ .....down on D-pad/joystick
↑ .....up on D-pad/joystick
→ .....forward on D-pad/joystick
← .....back on D-pad/joystick
↘ .....diagonally down-forwards on D-pad/joystick
↗ .....diagonally up-forwards on D-pad/joystick
↖ ..... diagonally up-backwards on D-pad/joystick
↙ .....diagonally down-backwards on D-pad/joystick
↓↘→ .....quarter circle forward (one motion)
↓↙← .....quarter circle back (one motion)
←↙↓↘→ .....half circle forward (one motion)
→↘↓↙← .....half circle back (one motion)

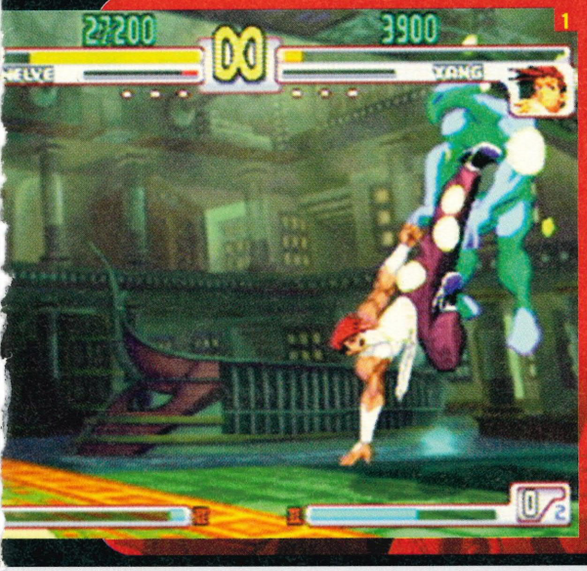
charge.....hold in that direction for two seconds
rotate 360 .....rotate the D-pad/joystick
.....through a complete circle starting at any point
rotate 720 ....rotate the D-pad/joystick through two complete circles,
.....starting at any point

P .....any punch
K .....any kick
PP .....any two punch buttons together
KK .....any two kick buttons together
PPP.....all three punch buttons together
KKK .....all three kick buttons together
(Level 2).....this Super Move requires a level 2 Super Bar
(Max) .....this Super Move requires a maximum Super Bar.

+ .....press buttons/directions together
, ...press buttons/direction one after the other
/.....press either button or direction indicated
() .....optional buttons/directions, or alternative







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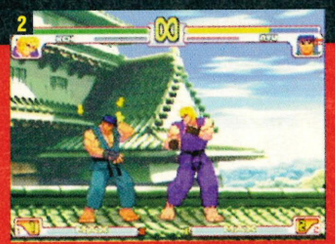
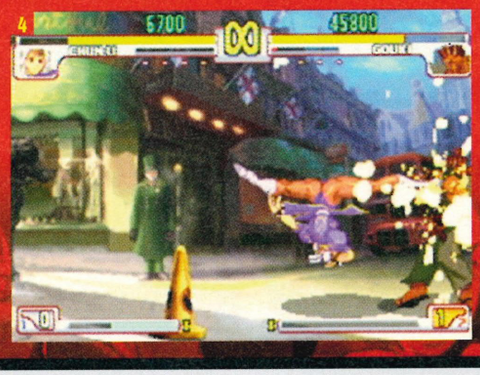


2

3

[1] A swift kick to the face always does the job. [2] Wow, too much beer... again! [3] Urien hits his opponent with a giant saucer. [4] Chun Li's Spinning Bird Kick saves her from Akuma's fireball Super. [5] Twelve phases from one dimension to the next with relative ease.



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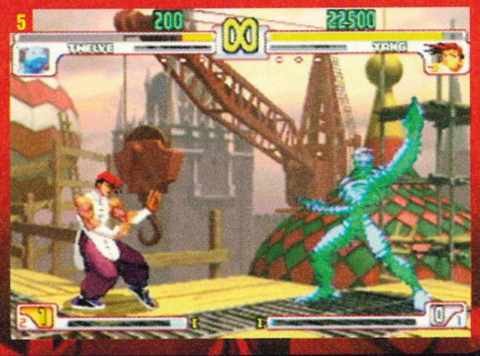

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continued

players' guide

continued>

AKUMA

Seoi Nage	LP + LK whilst holding →
Tomoe Nage	LP + LK whilst holding ←
Straight	MP + MK
Gou Hadou Ken	↓↘→ + P
Zankuu Hadou Ken	In air, ↓↘→ + P
Shakunetsu Hadou Ken	↓↘↓↙← + P
Gou Shouryuu Ken	→, ↓, ↘ + P
Tatsumaki Zankuu Kyaku	In air, ↓↙← + K
Ashura Senkuu	→, ↓, ↘ + PPP/KKK (or ←, ↓, ↙ + PPP/KKK)
Hyakki Shuu	→, ↓, ↘ + K, then do any of the following Hyakki moves
Hyakki Gouzan	Do nothing
Hyakki Goushou	In air, press P
Hyakki Goujin	In air, press K
Hyakki Gousai	In air, LP + LK when close
Tenma Kuujin Kyaku	In air, ↓ + MK
Zugai Hasatsu	→ + MP

SUPER ARTS

IMessatsu Gou Hadou	↓↘→, ↓↘→ + P (Level 2)
I Tenma Gou Zankuu	In air, ↓↘→, ↓↘→ + P (Level 2)
II Messatsu Gou Shouryuu	↓↘→, ↓↘→ + P (Level 2)
III Messatsu Gou Rasen	↓↘→, ↓↘→ + K (Level 2)
III Messatsu Gou Senpuu	In air, ↓↘→, ↓↘→ + K (Level 2)
I/II/III Shun Goku Satsu	LP, LP, →, LK, HP (Max)
I/II/III Kongou Kokuretsu Zan	↓, ↓, ↓ + PP (Max)

TOP TIP
Both the Shun Goku Satsu and the Kongou Kokuretsu Zan will destroy an opponent, but use them wisely. They can be stopped with projectile attacks and if they miss, you'll waste all those Super Levels AND leave yourself wide open!

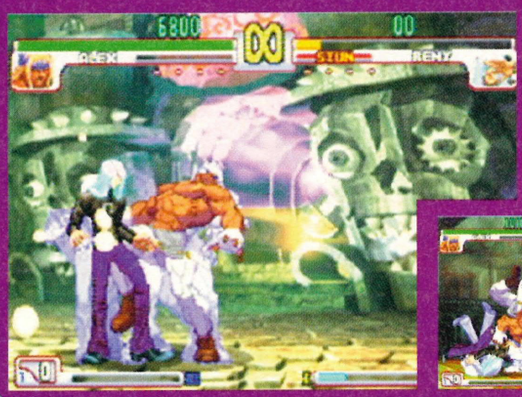
ALEX

Body Slam	LP/LK whilst holding →/←
Hand Stamp	MP + MK
Flash Chop	↓↘→ + P
Power Bomb	→↘↓↙← + P when close
Spiral DDT	→↘↓↙← + K
Air Knee Smash	→, ↓, ↘ + K
Air Stampede	Charge ↓, ↑ + K
Slash Elbow	Charge ←, → + K
Flying Cross Chop	In air, ↓ + HP
Chop	→ + MP
Lariat	→ + HP
Headbutt	← + HP
Sleeper Hold	Perform a Headbutt behind the opponent
Power Backdrop	Perform a Power Bomb behind the opponent
Backdrop Bomb	Perform a Hyper Bomb behind the opponent

SUPER ARTS

I Hyper Bomb	Rotate 360 + P (Level 1)
II Boomerang Raid	↓↘→, ↓↘→ + P (Level 2)
III Stun Gun Headbutt	↓↘→, ↓↘→ + P (Level 1)

TOP TIP
Use the Flash Chop to turn your opponent. Once their back is turned, moves such as the Power Bomb will change to more forceful attacks, eg Power Backdrop.



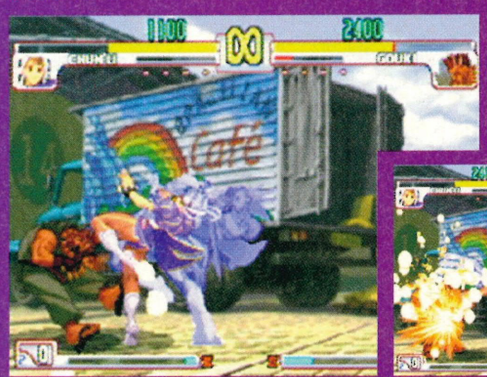
CHUN-LI

Koshuu Tou	LP + LK whilst holding ←/→
Ryuusei Raku	In air, LP + LK whilst holding ←/→
Kakushi Ken	MP + MK
Kikou Ken	←↙↓↘→ + P
Hazan Shuu	→↘↓↙← + K
Spinning Bird Kick	Charge ↓, ↑ + K
Hyakuretsu Kyaku	Tap K rapidly
Souren Shou	← + MP
Hakkei	← + HP
Senjou Shuu	→ + MK
Yoku Sen Kyaku	→ + HK
Tenshin Shuu Kyaku	↘ + HK
Yousou Kyaku	In air, ↓ + MK
Kakushu Raku Kyaku	Hold MK when close
Suitotsu Da	Jump ↗, press ↙/↓/↘ + HP
Sankaku Tobi	Jump off a wall using ↗

SUPER ARTS

I Kikou Shou	↓↘→, ↓↘→ + P (Level 1)
II Houyoku Sen	↓↘→, ↓↘→ + K (Level 2)
III Tensei Ranka	↓↘→, ↓↘→ + K (Level 3)

TOP TIP
If you come up against a block-happy opponent, the Tensei Ranka move will break them down. The majority of the move hits low, but the last kick hits high when they're least expecting it!



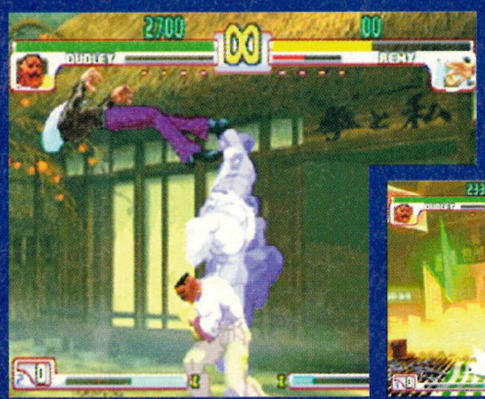
DUDLEY

Lever Crusher	LP + LK
Dynamite Throw	LP + LK whilst holding ←/→
Jumping Elbow	MP + MK
Jet Upper	→, ↓, ↘ + P
Machine Gun Blow	←↙↓↘→ + P
Ducking	←↙↓↘→ + K
Ducking Straight	Press P whilst ducking
Ducking Upper	Press K whilst ducking
Cross Counter	→↘↓↙← + P
Short Swing Blow	→↘↓↙← + K
Slipping Jab	→ + LP
Stomach Blow	→ + MP
Step Straight	→ + HP
Lever Blow	→ + MK
Dart Shot	→ + HK

SUPER ARTS

I Rocket Upper	↓↘→, ↓↘→ + P (Level 2)
II Rolling Thunder	↓↘→, ↓↘→ + P – tap P for more hits (Level 1)
III Corkscrew Blow	↓↘→, ↓↘→ + P (Level 3)

TOP TIP
The range on Dudley's Rolling Thunder can be changed by pressing → + PPP. This will make him dash forwards until he is within range. This is a great way of surprising your opponents!



ELENA

Body Slam ..... LP + LK whilst holding ←/→
Knee Attack ..... MP + MK
Rhino Horn ..... ←↙↓↘→ + K
Mallet Smash ..... →↘↓↙← + P
Spin Scythe ..... ↓↙← + K
Scratch Wheel ..... →, ↓, ↘ + K
Lynx Tail ..... ←, ↓, ↙ + K
Handstand Kick ..... → + MP
Handstand Whip ..... → + MK
Round Arch ..... ← + HK
Sliding ..... ↘ + HK

SUPER ARTS
I Spinning Beat ..... ↓↘→, ↓↘→ + K (Level 3)
II Brave Dance ..... ↓↘→, ↓↘→ + K (Level 2)
III Healing ..... ↓↘→, ↓↘→ + P (Level 1)

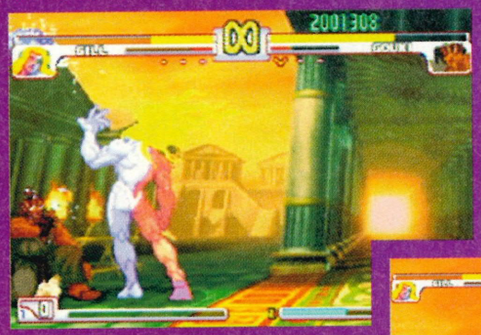
TOP TIP
The Spin Scythe can be done in two stages. Repeat the button command at the end of the first Spin Scythe to end the move properly.

GILL

Impact Claw ..... LP + LK
Guilty Bomb ..... LP + LK whilst holding ←/→
Elbow ..... MP + MK
Pyrokinesis ..... ↓↘→ + P when facing right
Cryokinesis ..... ↓↘→ + P when facing left
Cyber Lariat (Pyrokinesis Heat) ..... →, ↓, ↘ + P when facing right
Cyber Lariat (Cryokinesis Heat) ..... →, ↓, ↘ + P when facing left
Moonsault Knee Drop ..... →↘↓↙← + K
Psycho Headbutt ..... ↓↙← + P
Palm Upper ..... ← + MP
Step Kick ..... → + MK

SUPER ARTS
I/II/III Meteor Strike ..... ↓↘→, ↓↘→ + P (Level 1)
I/II/III Seraphic Wing ..... ↓↘→, ↓↘→ + K (Level 1)
I/II/III Resurrection ..... Performed when you lose a round (Level 1)

TOP TIP
If you have at least one level of Super Energy when you get defeated, Gill will automatically use his Resurrection move, which completely restores his energy. However, he won't be able to build up his Super Bar again until the next round.

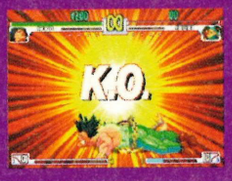


HUGO

Neck Hanging ..... LP + LK
Body Slam ..... LP + LK whilst holding ←/→
Knee Attack ..... MP + MK
Giant Palm Bomber ..... ↓↙← + P
Monster Lariat ..... ↓↘→ + K
Ultra Throw ..... →↘↓↙← + K when close
Moonsault Press ..... Rotate 360 + P when close
Meat Squasher ..... Rotate 360 + K
Shootdown Backbreaker ..... →, ↓, ↘ + K
Body Press ..... In air, ↓ + HP
Drop Kick ..... HK whilst holding ←/→
Elbow ..... HP when standing close

SUPER ARTS
I Gigas Breaker ..... Rotate 720 + P (Level 1)
II Megaton Press ..... ↓↘→, ↓↘→ + K (Level 2)
III Hammer Mountain ..... ↓↘→, ↓↘→ + P (Level 2)

TOP TIP
The Ultra Throw makes Hugo bounce his opponents off the wall. You can then juggle them or use a vertical Super Art (eg Gigas Breaker) to inflict severe damage.



IBUKI

Yamitsudzura ..... LP + LK whilst holding ←/→
Tobizaru ..... In air, LP + LK whilst holding ←/→
Souken ..... MP + MK
Kunai ..... In air, ↓↘→ + P
Kubi Ori ..... ↓↘→ + P
Kasumi Gake ..... ↓↘→ + K
Tsuiji Goe ..... →, ↓, ↘ + P
Kazakiri ..... →, ↓, ↘ + K
Hien ..... ←, ↓, ↙ + K
Raida ..... →↘↓↙← + P when close
Tsumuji ..... ↓↙← + K
Rasen Chuu ..... Press HP when far away
Oiura Ken ..... Press HP during Rasen Chuu
Maki Geri ..... → + LK
Koube Kudaki ..... → + MK
Bonshou Geri ..... → + HK
You Men ..... ← + MP
Ura Maki Geri ..... ← + MK
Sazan ..... ↘ + MK

SUPER ARTS
I Kasumi Suzaku In air, ↓↘→, ↓↘→ + P, tap P for extra hits (Level 3)
II Yoroi Dooshi ..... ↓↘→, ↓↘→ + P (Level 1)
III Yami Shigure ..... ↓↘→, ↓↘→ + P (Level 1)

TOP TIP
Ibuki's dash move allows her to pass through an opponent, ending up behind them. Use this to your advantage!

Her Tsumuji move can be adapted to the situation. Catch out a block-happy opponent by pressing ↓ + MK after the second hit. This will result in a completely unblockable sweep.

continued

players' guide

continued>

KEN

Hiza Geri	LP + LK
Seoi Nage	LP + LK whilst holding →
Jigoku Guruma	LP + LK whilst holding ←
Straight	MP + MK
Hadou Ken	↓↘→ + P
Shouryuu Ken	→, ↓, ↘ + P
Tatsumaki Senpuu Kyaku	↓↙← + K
Inazuma Kakato Wari	← + MK
Fumikomi Mae Geri	→ + MK
Shiden Kakato Otoshi (Short)	→ + HK
Shiden Kakato Otoshi (Long)	→ + hold HK

SUPER ARTS

I Shouryuu Reppa	↓↘→, ↓↘→ + P (Level 2)
II Shinryuu Ken	↓↘→, ↓↘→ + K, tap K for extra hits (Level 1)
III Shippuujinrai Kyaku	↓↘→, ↓↘→ + K (Level 3)

TOP TIP
Ken has a scissor-kick that bites through the enemy's defences. Utilise this to open up an enemy and launch straight into an HP Shouryuu Ken to Shinryuu Ken/Shouryuu Reppa combination.

MAKOTO

Hikiyose Zutsuki 'Tacchuu'	LP + LK
Hiji Otoshi Sanren Tsuki 'Araiso'	LP + LK whilst holding ←/→
Tobi Ken 'Chigusa'	MP + MK
Tosshin Seiken-zuki 'Hayate'	↓↘→ + P (hold P to charge)
Chokujou Seiken-zuki 'Fukiage'	→, ↓, ↘ + P
Uchi Oroshi Shutou 'Oroshi'	↓↙← + P
Tsurushi Nodowa 'Karakusa'	→↘↓↙← + K when close
Senkou Kakato Otoshi 'Tsurugi'	In air, ↓↙← + K
Kote Tsuki 'Kazami'	→ + LP
Gezuki 'Kaoruna'	→ + MP
Fumikomi Seiken-zuki 'Shimaki'	→ + HP
Fumikomi Seiken 'Yamase'	Press HP during 'Shimaki'
Mae Geri 'Shibuki'	→ + LK
Fumikomi Joudan Mawashi Geri 'Naruto'	→ + MK
Fumikomi Soku Barai 'Kuroshio'	→ + HK
Fake Fumikomi Soku Barai	→ + hold HK

SUPER ARTS

I Seichuusen Godan-zuki	↓↘→, ↓↘→ + P (Level 1)
II Abare Tosanami Kudaki	↓↘→, ↓↘→ + K (Level 2)
III Tanden Renki: Seme no Kata	↓↘→, ↓↘→ + P (Level 1)

TOP TIP
Be very careful with the Abare Tosanami Kudaki. The kick button that you use will determine the angle of the move. The wrong button will result in your move completely missing your opponent.

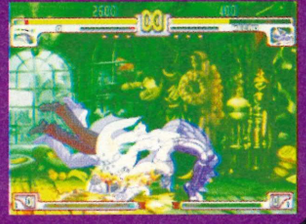
NECRO

Shoulder Attack	LP + LK whilst holding →
Frankensteiner	LP + LK whilst holding ←
German Suplex	←/→ + LP/LK behind opponent
Finger Attack	MP + MK
Flying Viper	↓↙← + P
Rising Cobra	↓↙← + K
Tornado Hook	←↙↓↘→ + P
Snake Fang	←↙↓↘→ + K
German Suplex	←↙↓↘→ + K behind opponent
Denji Blast	→, ↓, ↘ + P, tap P for extra hits
Drill Kick	In air, ↓ + K
Elbow Smash	← + LP/MP
Necro Upper	← + HP
Knee Dagger	← + LK
Knee Attack	← + MK
Knee Missile	← + HK
Whip Straight	↘ + HP
Elbow Cannon	↙ + HP

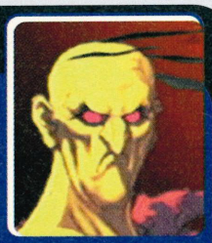
SUPER ARTS

I Chou Denji Storm	↓↘→, ↓↘→ + P, tap P for extra hits (Level 1)
II Slam Dance	↓↘→, ↓↘→ + P (Level 1)
III Electric Snake	↓↘→, ↓↘→ + P (Level 2)

TOP TIP
The HP Tornado Hook leaves your opponent facing the wrong way – this is an ideal time to use the German Suplex or even to launch into a Super Art.



ORO

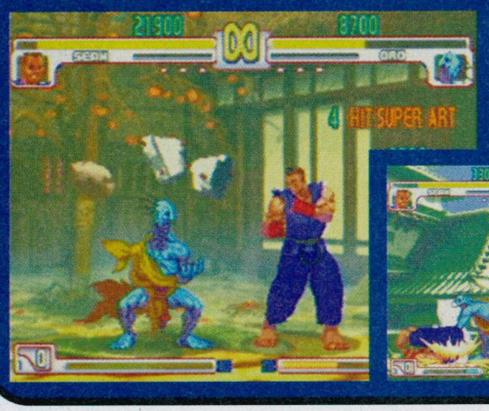


Kubi-jime Kataguruma	LP + LK whilst holding →
Tomoe Nage	LP + LK whilst holding ←
Kuuchuu Jigoku Guruma	In air, ↑/←/→ + HP when close
Tobi Hiza	MP + MK
Nichirin Shou	Charge ←, → + P
Oni Yanma	Charge ↓, ↑ + P
Niou Riki	→↘↓↙← + P
Jinchuu Watari	↓↘→ + K
Hitobashira Nobori	In air, ↓↘→ + K, tap K for extra hits
Mawashi Hiji	→ + MP
Two-Dan Tobi	↖/↑/↗

SUPER ARTS

I Kishin Riki	↓↘→, ↓↘→ + P, press P to grab (Level 1)
I Kishin K Jigoku Guruma	In air, ↓↘→, ↓↘→ + P to grab (Level 1)
II Yagyou Dama	↓↘→, ↓↘→ + P (Level 3)
III Tengu Ishi	↓↘→, ↓↘→ + P (Level 1)
I Kishin Tsui	↓↘→, ↓↘→ + PP (Max)
II Yagyou Oodama	↓↘→, ↓↘→ + PP (Max)
III Tengu Midare Ishi	↓↘→, ↓↘→ + PP (Max)

TOP TIP
During Oro's Tengu Ishi move, objects swirl around his head. These items will absorb any attacks – in fact, by pressing LP you're able to throw the objects at projectile attacks to cancel them out!



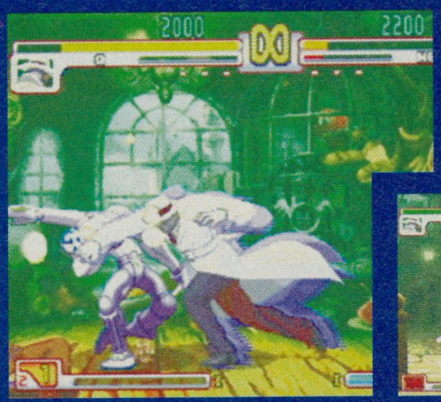
Q

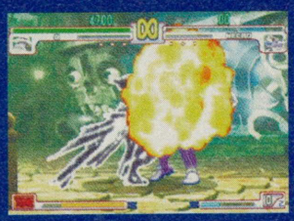
Hokaku Oyobi Shippu ..... LP + LK
Hokaku Oyobi Touteki ..... LP + LK whilst holding ←/→
Shippu ni yoru Ko-Chouyaku Kougeki ..... MP + MK
Tosshin Toubu Dageki ..... Charge ←, → + P
Tosshin Touchoubu Dageki ..... Charge ←, → + hold P
Tosshin Kashi Dageki ..... Charge ↓, → + K
Kousokudo Renzoku Dageki ..... ↓↙←+P
Hokaku Oyobi Tsuukon Dageki ..... →↘↓↙← + K when close
Toubu ni yoru Jouhou Kougeki ..... ← + MP
Ryouude ni yoru Zenshin Tsuugeki ..... ← + HP
Tentou kara no Toubu Tsuugeki ..... ← + HK
Tentou kara no Kyakubu Tsuugeki ..... ↙/↓/↘ + HK

SUPER ARTS

I Tosshin Oyobi Chishi Renzoku Dageki ..... ↓↘→, ↓↘→ + P (Level 2)
II Fukubu Oyobi Koutoubu e no Tsuuda ..... ↓↘→, ↓↘→ + P (Level 1)
III Bakuhatsu o Tomonau Dageki ya Hokaku (BTDH) ..... ↓↘→, ↓↘→ + P (Level 1)
III BTDH: Dageki ..... ↓↘→ + P (after BTDH Super Art)
III BTDH: Hokaku ..... ↓↘→ + K (after BTDH Super Art)

TOP TIP
Q's BTDH Super Art causes him to glow orange. At this point he can perform the BTDH: Dageki and the BTDH: Hokaku, both of which result in an extremely explosive attack.





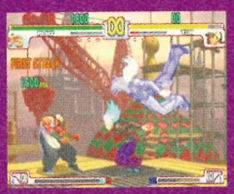
REMY

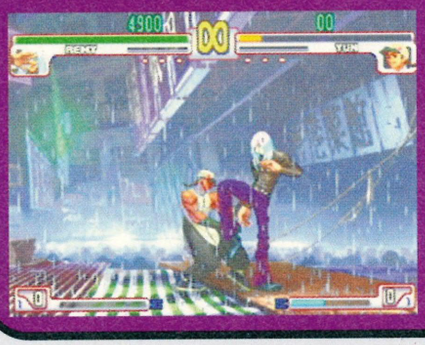
Valse no you ni Kuruoshiku ..... LP + LK
Nemuri wo Midasu Contour ..... LP + LK whilst holding ←/→
Izanai no Vague ..... MP + MK
Vertu no Zankou: Haute ..... Charge ←, → + P
Vertu no Zankou: Basse ..... Charge ←, → + K
Ma Cherie no Hiai ..... Charge ↓, ↑ + K
Tsumetaku Aoi Regret ..... ↓↙←+K
Amari ni Muku na Aiguille ..... →+MK

SUPER ARTS

IHunnu no Supernova ..... ↓↘→, ↓↘→ + P (Level 2)
II Vierge ni Ansoku O ..... ↓↘→, ↓↘→ + K (Level 2)
III Shoushin no Nocturne ..... ↓↘→, ↓↘→ + K (Level 1)

TOP TIP
If used with the HK button, the Tsumetaku Aoi Regret will carry you over a projectile attack and hit the opponent on the other side.





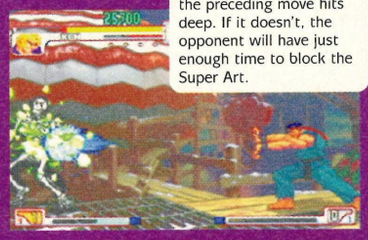
RYU

Seoi Nage ..... LP + LK whilst holding →
Tomoe Nage ..... LP + LK whilst holding back
Straight ..... MP + MK
Hadou Ken ..... ↓↘→ + P
Shouryuu Ken ..... →, ↓, ↘ + P
Tatsumaki Senpuu Kyaku ..... ↓↙←+K
Joudan Sokutou Geri ..... ←↙↓↘→ + K
Sakotsu Wari ..... → + MP
Kyuubi Kudaki ..... → + HP

SUPER ARTS

I Shinkuu Hadou Ken ..... ↓↘→, ↓↘→ + P (Level 2)
II Shin Shouryuu Ken ..... ↓↘→, ↓↘→ + P (Level 1)
III Denjin Hadou Ken ..... ↓↘→, ↓↘→ + P (hold P to charge) (Level 1)

TOP TIP
When using the Shinkuu Hadou Ken as the finishing move in a combo, make sure that the preceding move hits deep. If it doesn't, the opponent will have just enough time to block the Super Art.



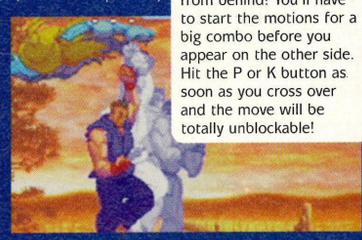
SEAN

Seoi Throw ..... LP + LK whilst holding →
Tomoe Throw ..... LP + LK whilst holding →
Straight ..... MP + MK
Sean Tackle ..... ←↙↓↘→ + hold P
Dragon Smash ..... →, ↓, ↘ + P
Tornado ..... ↓↙←+K
Ryuubi Kyaku ..... ↓↘→+K
Zenten ..... ↓↙←+P
Rolling Sobat ..... → + MK
Sean Pachiki ..... → + HP

SUPER ARTS

I Hadou Burst ..... ↓↘→, ↓↘→ + P (Level 3)
II Shouryuu Cannon ..... ↓↘→, ↓↘→ + P, tap P for extra hits (Level 2)
III Hyper Tornado ..... ↓↘→, ↓↘→ + P (Level 1)

TOP TIP
Like Ibuki's dash, Sean's Zenten move allows him to roll through an opponent and attack them from behind! You'll have to start the motions for a big combo before you appear on the other side. Hit the P or K button as soon as you cross over and the move will be totally unblockable!



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players' guide

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TWELVE

HUG	LP + LK
FLG	LP + LK whilst holding →
TRW	LP + LK whilst holding ←
JSP	MP + MK
NDL	↓↘→ + P
AXE	In air, ↓↙← + P
DRA	In air, ↓↙← + K
Kokkuu	In air, tap ←← or →→
Kabe Haritsuki	Walk into a wall during the Kokkuu
BMK	→ + MK

SUPER ARTS

I XNDL	↓↘→, ↓↘→ + P (Level 1)
II XFLAT	In air, ↓↘→, ↓↘→ + K (Level 1)
III XCOPY	↓↘→, ↓↘→ + P (Level 1)

TOP TIP
Twelve's XCOPY Super Art allows him to morph into another character. This enables him to use all their moves – any Personal Attacks that you use when morphed will be remembered by Twelve, even once he has reverted back to the real him.

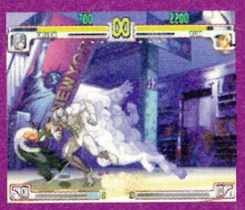
URIEN

Destroy Claw	LP + LK
Spartan Bomb	LP + LK whilst holding ←/→
Elbow	MP + MK
Metallic Sphere	↓↘→ + P
Chariot Tackle	Charge ←, → + K
Violence Knee Drop	Charge ↓, ↑ + K
Dangerous Headbutt	Charge ↓, ↑ + P
Quarrel Punch	→ + MP
Quarrel Kick	→ + MK
Terrible Smash	→ + HP

SUPER ARTS

I Tyrant Punish	↓↘→, ↓↘→ + P (Level 2)
II Jupiter Thunder	↓↘→, ↓↘→ + P (Level 2)
III Aegis Reflector	↓↘→, ↓↘→ + P/PP (Level 2)

TOP TIP
It is possible to bounce your opponent off a reflector and back into your path again. Your opponent will take hits from both the reflector and your attack.



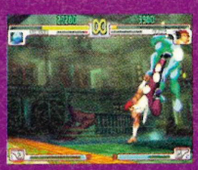
YANG

Hiza Geri	LP + LK
Vouhon Shiun	LP + LK whilst holding →
Monkey Flip	LP + LK whilst holding ←
Toukuu Koushu	MP + MK
Tourou Zan	↓↘→ + P
Senkyuutai	↓↘→ + K
Byakko Soushouda	↓↙← + P
Fake Byakko Soushouda	↓↙← + PP
Zenpou Tenshin	→↘↓↙← + K when close
Kaihou	→, ↓, ↘ + K
Raigeki Shuu	In air, ↓↘ + K
Senpuu Kyaku	→ + MK
Koushu	→ + HP when close

SUPER ARTS

I Raishin Mahha Ken	↓↘→, ↓↘→ + P (Level 1)
II Tenshin Senkyuutai	↓↘→, ↓↘→ + K (Level 1)
III Sei'ei Enbu	↓↘→, ↓↘→ + P (Level 1)

TOP TIP
Two important abilities to note are the Byakko Soushouda and the Kaihou. The Byakko Soushouda can be used to absorb projectile attacks, while the Kaihou can be used to pass unhurt through any onslaughts!



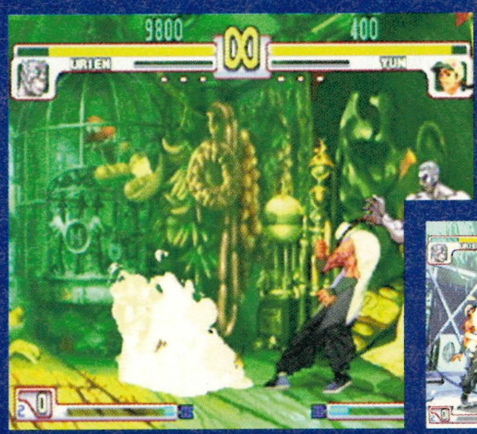
YUN

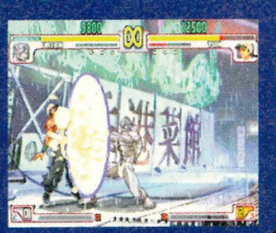
Monkey Flip	LP + LK whilst holding ←/→
Hiza Geri	LP + LK
Gekihou Sui	MP + MK
Zesshou Hohou	↓↘→ + P
Kobokushi	↓↙← + P
Fake Kobokushi	↓↙← + PP
Tetsuzan Kou	→, ↓, ↘ + P
Nishou Kyakuk	→, ↓, ↘ + K
Zenpou Tenshin	→↘↓↙← + K when close
Raigeki Shuu	In air, ↘ + K
Senpuu Kyaku	→ + MK
Dakai	→ + HP

SUPER ARTS

I Youhou	↓↘→, ↓↘→ + P (Level 1)
II Sourai Rengeki	↓↘→, ↓↘→ + P (Level 3)
III Gen'ei Jin	↓↘→, ↓↘→ + P (Level 1)

TOP TIP
Yun's Gen'ei Jin move allows him to perform all of his standard moves at a much faster rate. Because of this, it's possible to juggle your opponents with a minimum of effort.



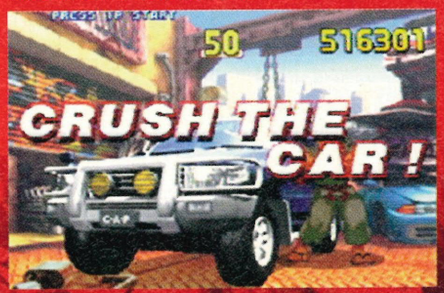


Arcade Mode

Here's a quick guide for what to expect in the game's Arcade mode.

After each battle you'll be graded on your performance. At the end of the game you'll receive an overall score. Doing particularly well (ie getting good grades consistently and not losing any rounds) will make you 'worthy' of fighting Q, who does not normally appear in the Arcade mode. After defeating three opponents, you'll get to play the first 'Bonus' round.

Simply smash up the car, within the time limit, until just the engine is left! Each character has a move that is ideal for this – it's up to you to choose which one is the best.



Another three battles will follow. After defeating these three characters, another Bonus mode will come up.

The idea is to block the basketballs that Sean throws at you. Choose either Standard or Crouching Block, depending on the height of the ball.

The tenth character that you face is the boss, Gill. His body is split into two halves, one being fiery and one being icy. The best tactic is to jump in with a deep HK into a HP/special move/Super Art combo. If he blocks the first part of the combo, abandon your attack and jump away. Once his energy is reduced to nothing, he'll use his Resurrection move. If left to complete the move, he'll recover all his energy – hit him before he gets the chance! Thankfully, this life-giving move can only be performed once per battle. Keep using the large combo tactic until he bows down to your supreme skill!

Secret Streets

Get ready to strike it lucky as we bring you all of the game's well-hidden secrets!

Secret Options Pages

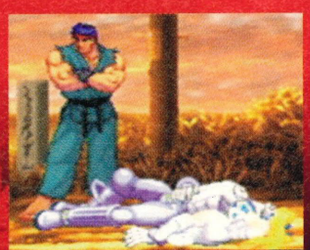
Complete the game on any difficulty setting with all the characters to open up extra pages in the Options screen. This enables you to custom-build your own fighting system, as you can turn everything on/off (including Air Blocking, Parrying etc).

Fight As Gill

Complete the game on any difficulty setting with all the characters to be able to select the game's boss, Gill. The long-haired blond can be found on the character selection screen by highlighting Yun and pressing ↑.

Effie's Losing Poses

This one's really pointless but we thought that we'd tell you anyway! When you defeat Necro, a little girl called Effie will run onto the screen and lie down next to him. If, however, the finishing move is LP or LK, Necro will simply slump over and Effie will kneel down next to him instead. Isn't that great?!



Top Five Hobbies

The Street Fighters get up to some weird stuff behind the scenes! Here's our top five sad character pastimes.

5 In at this week's no.5 is head-banging. I think they may well have been banging their heads a bit too hard!

4 Slamdunking in at no.4 is comparing chest sizes in front of cute girlies. Take the girl and go home!

3 Roundhousing its way in at no.3 is synchronised kicking! I beg your pardon? We're street fighting here!

2 Only just pipped at the post for the no.1 position is turning up to a fancy dress party where everyone has got the same outfit on!

1 This week's absolute winner is body odour competitions!? You guys really need to get out of the house more!

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Questions and Answers

NOMAD SOUL Special

If it's not one thing, it's another – last month, all the letters we received asking for help were for *Code: Veronica* and now you all seem to be stuck on *The Nomad Soul*. Well, at least you're consistent.

Of course, there are loads more games out there to have problems with, so you can always ask us to help out – write to us today at:

Q&A
Dreamcast Solutions
Paragon Publishing
Paragon House
St Peters Road
Bournemouth BH1 2JS

Or send an email to dreamcast@paragon.co.uk

It's A Sign

Q I've been trying to play *The Nomad Soul* for a while now and I just can't find out what the Sign Of Awakening is. I have to give it to the Yeshu Monk waiting for me in front of the supermarket in Zone 9, in order to obtain the Power Rod to get into Gandhar's office... do you know what it is? Oh, and can you please print some cheats for the game because you didn't print any in your last A-Z book. Yours puzzled,
Gavin McQuistin, Ayrshire

A ***Hmm... not too bright are you, young Gavin? Never mind – we've got the solution that you need to get further through the game. Not surprisingly, you're looking for something that you've already managed to collect... or at least, should have done unless you seriously messed up. Remember the talisman that Telis gave you way back in the restaurant before the armed robbery? Well, try giving that to the monk and you might just be surprised at the result. Of course, that's only one step towards getting the Power Rod... and no, there aren't any cheats – so don't ask.***

I've Got The Power

Q I am stuck on *The Nomad Soul* at the point where you have to get into Chief Gandhar's office. I've got the Power Rod and have been through the Ventilator Room, but I can't control the Mecaguards from the control room. When I activate the machine, it reads 'No active power supply'. Please help!
Neil (just Neil), Glasgow

A ***You're actually looking in the wrong place – as far as we can tell, you don't need to control the Mecaguards at all. Once you're in the control room, pulling the switch on the console should shut down the horizontal fans nearby. By hitting the nearby black switch, you'll open a window for you to jump through. Inside, jump into the water and swim to the end of the passage before collecting the Electrical Cable from the floor. Now head back to the control room and use the cable on the panel to short out the rest of the fans; from here, you can use Den's Map to find where the Chief's office is. Easy!***

I'm Going To Be A Bra

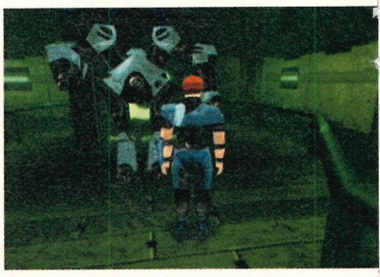
Q Okay, I'll admit it – I'm stuck on *The Nomad Soul*. I know I'm supposed to have collected the Reincarnation Spell by now but I can't find it anywhere. I thought it was an easy thing to find, seeing as how it's vital for getting through the game but I don't know where it is. Any ideas?
Phil McGregor, Cambridge

A ***Tell us something, Phil – have you visited the Abandoned Temple, north-east of Fu-An's shop recently? If so, you should have picked up the Reincarnation Spell... no, wait. You missed the note inside Kay'l's cupboard at work, didn't you? Silly. Reading it would have told you that when you reach the temple, you've got to stand on the star in the middle of the room with your back to the door and take ten paces forwards, turn right and then take ten more paces. Press the wall by hitting the Action button and a hole in the floor should open on your right – inside is the spell you're looking for. Honestly, we're just too good to you sometimes...***

New Pair Of Sneak(ers)

Q It's not that I'm bad at games but I've been stumped on the part of *The Nomad Soul* where you have to access Den's sneak for ages now. I just can't find a way of opening it – every time I try, I get told it's broken. What am I doing wrong?
James Steer, Hereford

A ***Have you thought about getting someone to fix it for you? If you'd paid attention when you picked up the sneak, you'd have found out where to go... duh. Nip over to Fu-An's shop in Qalisar and chat to him; for 400 Seteks, he'll mend the sneak and open it for you. If you're a bit strapped for cash, you could always enter the Sha'armet Tournament – just go to the Xam store near Aka's bar, then buy a Meca-Lamp battery to gain access to the illegal fighting ring. Win here and you'll have more than enough cash to open that sneak...***



SONIC ADVENTURE SPECIAL

There seems to be some kind of weird and wonderful timewarp going on this issue – despite all the new games that have appeared, all the mail we've received has been asking for help with *Sonic Adventure*. It's like some crazy déjà vu, man.

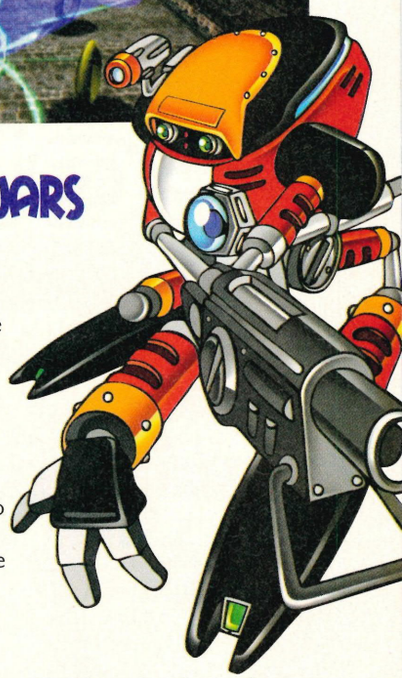
A LITTLE SHOP-LIFTING

Question I've managed to finish the whole of *Sonic Adventure* with every character but there's still something I'm missing – the Golden Chao Egg. I can get into the shop and pick up the egg from the pedestal but there's no way past the security gate that comes down. How can I get it out without any trouble? Oh, and is there any way to use Super Sonic in any other part of the game?
Griffy

Answer ***Oh come on – this is so easy, it hurts! Getting the Golden Chao Egg is bit like that scene from* Raiders Of The Lost Ark*... only without the giant rolling boulder. When you take the golden egg away, the pedestal rises up and the gate comes down, doesn't it? Well, near the entrance to the Town Hall is a strange egg-shaped stone – if you pick it up and take it into the shop, move the golden egg to one side and then put the stone in its place, you'll be able to exit the shop freely. Why the shopkeeper doesn't try to stop you, though, we'll never know...***

SONIC ROBOT WARS

Question Please help me – I'm stuck on *Sonic Adventure*. I completed the game as all the characters and then went back to the jungle area where Robotnik's base is hidden. There are two robotic Sonics there that I haven't done anything with yet and I just can't work out what to do. Do I fight them? Race them? I'm stuck on this big time – you've got to help me!
Yours sincerely,
Conor Griffiths



Answer ***Err, right. Here's a little tip for you, Conor – if you've finished the game as all the characters and still haven't found a use for the two robot Sonics... don't you think that they might not do anything at all? It only takes a bit of common sense to know that they're just there for show – keen gamers will know that both robots appeared in the previous Sonic games on the MegaDrive and the Saturn. They might even be appearing in* Sonic Adventure 2*... who knows? For now though, just leave them alone – it's not worth it, believe us.***

CHAOS THEORY

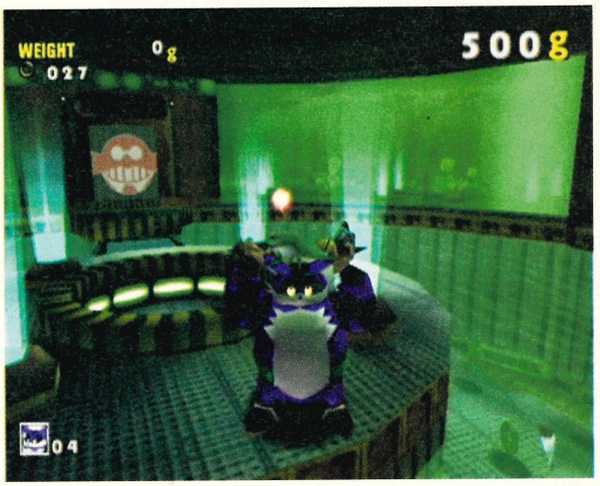
Question Having played through the whole of *Sonic Adventure*, I've managed to make it up to the final battle with Chaos as Super Sonic. However, I just can't seem to beat him – he's too tough! I've tried rolling up his back like you're supposed to but he keeps on killing me. What am I doing wrong?
F Lyons

Answer ***We admit that taking on Chaos in his final form isn't the easiest thing ever, but it's not exactly that difficult when you know what you're doing. The important things to remember are that you MUST have a constant surplus of rings in order to remain as Super Sonic (or you'll drop) and when running towards Chaos, you can't collide with anything. If you do, you'll never have enough speed to hurt him when you reach the end of the water – dodge from side to side to avoid Chaos's attacks and the obstacles, then dash straight into his base and hope that you hit him!***

GONE FISHING

Question Can you help me please? I'm stuck on *Sonic Adventure* with Big the Cat and I just can't seem to catch Froggy – every time I actually get him, he either lets go of the fishing line or it breaks. Is there any special way of catching him?
Ashok Doraiswamy

Answer ***Of course there's a knack to catching the frog – that's why fishing takes a whole bundle of skill! As soon as you see Froggy go for the bait and grab it in his mouth, flick the Analogue Stick to snag him; you should see the word 'Hit!' flash across the screen. Now reel him in gently, taking care not to let the tension meter on the side get too full (to stop the line snapping) or too empty (to stop Froggy letting go of the bait). It takes patience, so don't be too hasty or you'll lose him every time.***



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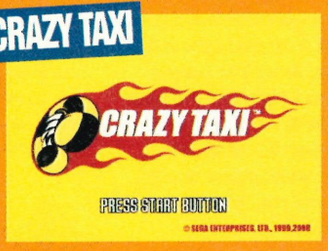

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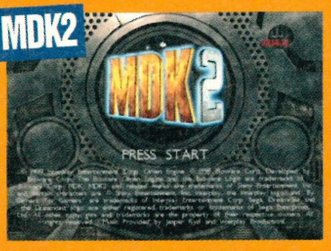

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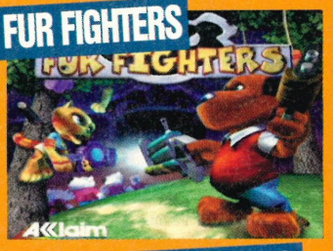

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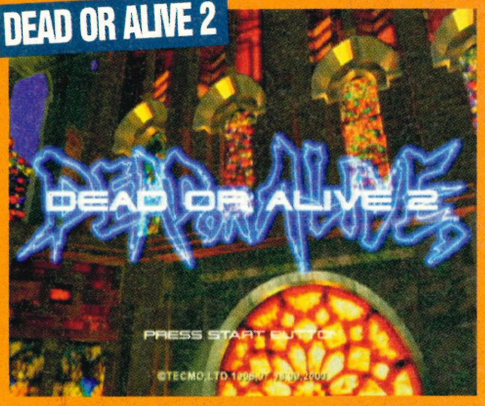
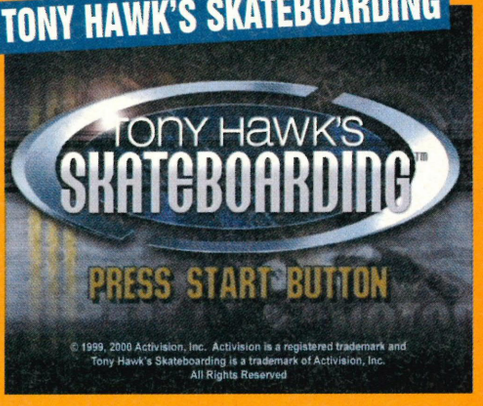


MARVEL VS CAPCOM 2

TONY HAWK'S SKATEBOARDING



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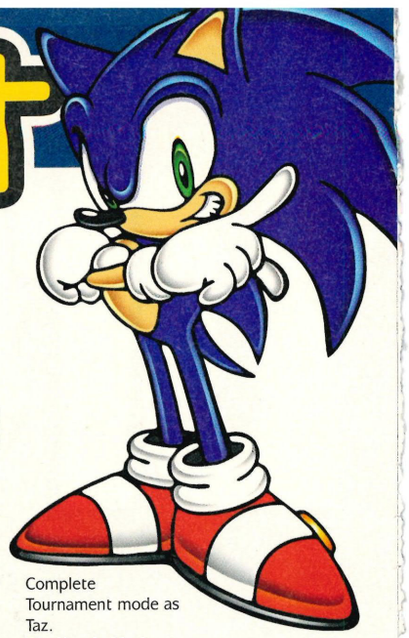


Sick of ending up in the same old Dragon's guts, or getting KO'd by the same right hook every time? Then read on, to discover the best Dreamcast cheats around...

4 WHEEL THUNDER

Full Pause Screen
Press X + Y for a full pause screen.
Jackpot Cheat
To increase your chances of hitting the jackpot, save your game after every race in the Championship mode. Then if you do get to go for the jackpot, you can reload your game until you win.
Extra Tracks
Complete Championship mode to unlock six extra tracks, Arcade Outdoor mode for eight more, and Arcade Indoor for five extra tracks.

BUGGY HEAT

Additional Colour
Getting bored of the same old car colours? If so then successfully complete Expert mode to unlock a third colour scheme to brighten up your life.
Extra Buggies
To access some hidden buggies successfully complete Expert mode in first place and you will be rewarded with the Beelzebub Buggy. To access the Jet Buggy achieve 100% on the level checker when building your car.
Additional Expert Races
To gain access to some extra expert courses complete Expert mode on the championship difficulty using the Beelzebub Buggy.

BUST-A-MOVE 4

More Puzzles
On the title screen, press X, ⇦, ⇨, ⇦, X – you'll hear a noise if you get the cheat right. Now you can choose Puzzle mode and enter the Arcade section in order to access more puzzles than you would have normally.
Bonus Characters
At the title screen, press ⇨, ⇨, X, ⇦, ⇦ – again, you'll hear a sound if you've entered the code correctly. Now when you go to the Character Select screen in any of the game modes, you'll find the extra characters waiting for you.
Tarot Reading
At the title screen, press ⇧, X, ⇩, X, ⇧. Now if you go to the Options menu, you'll be able to try your hand at a spot of Tarot Card reading... it's strange, but surprisingly fun!
Talk Demo
Enable the Bonus Characters and Tarot Reading cheats, go to the title screen and press X, ⇧, ⇦, ⇩, ⇨, ⇧, X, ⇩, ⇦, ⇧, ⇨, ⇩, X. After you hear the sound confirming the cheat, enter the Options screen in order to access the new goodies.

CHU CHU ROCKET!

Sonic Adventure Chaos
Complete the 25 Challenge mode levels in order to transform the mice into Chaos from *Sonic Adventure*.
NiGHTS Angels
Complete the 25 Mania mode levels in order to transform the mice into angels from NiGHTS.
Hard Mode Puzzles
Complete all of the puzzles in Normal mode.
Special Mode Puzzles
Complete all puzzles in Hard mode.
Mania Mode Puzzles
Complete all of the puzzles in Special mode.

CRAZY TAXI

Another Day Mode
To play in Another Day mode press R at the Driver Select screen and then press R a second time and hold it down while you select your cabbie. The words 'Another Day' will appear and it will change various things in the game, like your starting position, and you will have new fare locations.
Expert Mode
To access the Expert mode, press and hold L+Start and R+Start just before the Driver Select screen appears. This will then switch off both destination markers and arrows.
No Guiding Arrows
To play without any arrow markers hold R+Start before the Driver Select screen. A message 'No Arrows' will appear if done correctly.
No Destination Mark
To play without the green destination markers press and hold L+Start before the Driver Select screen. A message 'No Destination Markers' will appear if done correctly.
Access Taxi Bike
To access the Taxi Bike press L+R+Start three times after you select your character before the game starts. Alternatively, the bike will be unlocked if you finish all the Crazy Boxes.
View Change & Speedometer
To be able to change your view and to see your speedometer, plug a controller into port 3 and then press Start on that controller after you have started a game in either Arcade or Original mode. You can then change your driving view by pressing B (press A to switch back) and Y. To bring up a speedometer, simply press X five times.

DEAD OR ALIVE 2

3D Character Select
Turn off the 'Quick Selector' in the Vs mode options.
Bounce Trick
On the Options menu, select 'Others' and you'll be able to increase or decrease the age: this will determine the bounciness of the girls' breasts. The older you are, the bigger you will bounce!
Camera Control
Hold B during your character's victory pose and use the analogue pad in order to rotate the camera around them.
View Hidden Cut-Scene
Play as Ayane in Story mode. When you get to the battle with Kasumi, you must KO her on the ice pit and she must be about 10ft away from you. If done correctly, the fireball cut-scene from the intro movie will take place.
Taunts
Move forward, back, forward and then punch and kick at the same time to perform a taunt.

DRAGON'S BLOOD

Cheat Mode
On the main title screen (where the words 'Press Start' appear), press X, Y, Y, X, X, Y, Y to turn on the Cheat mode of the game. Now you can begin the adventure: press Start to pause the game and then hit one of the following button combinations to activate each relevant cheat:

Infinite Health:	L + R + ⇨
Skip To Next Level:	L + R + ⇩
50,000 Attack Points:	L + R + ⇦

missions without using any continues.

DYNAMITE COP

Enable Bonus Missions
To enable the bonus missions, complete the first three missions to unlock three more missions. Mission four is based on the first mission with only one life, no continues and double damage weapons. Mission five is based on mission two and has a time limit on each room and no continues. The sixth mission is based on the third mission with little health, few health power-ups, no other type of power-up and no continues.
Play As Monkey
Successfully complete missions four to six and Monkey will then be unlocked.
Play As Original Bruno
To unlock the original Bruno from the Die Hard Arcade, collect all of the illustrations in the game and he will be unlocked.
Access Tranquilliser Gun Mini-Game
Successfully complete the main game once and this mini-game will be made available.
Infinite Credits For The Tranquilliser Gun Mini-Game
Successfully complete the first three missions without using any continues.

ECW HARDCORE REVOLUTION

Play As Joey Styles
Win the Acclaim belt in Career mode.
Play As Joel Gertner
Win the Acclaim belt in Career mode.
Play As Tommy Rich
Win the ECW World TV belt in Career mode.
Play As Cyrus The Virus
Win the ECW World TV belt in Career mode.
Play As Taz
Win the ECW World Heavyweight belt in Career mode.
Play As Louie Spicoli
Win the ECW World Heavyweight belt in Career mode.
All Jobbers
Defend the ECW World Heavyweight belt five times in Career mode.
Play As Beulah McGillicutty
Win the ECW World Tag Team belt in Career mode.
Play As The Sheik
Win the ECW World Tag Team belt in Career mode.
Play As Bill Alfonso
Complete Tournament mode as Rob Van Dam.
Play As Judge Jeff Jones
Complete Tournament mode as Mike Awesome.
Random Head Mode
Complete Tournament mode as Louie Spicolli.
Big Head Mode
Complete Tournament mode as Rhino.
Little Head Mode
Complete Tournament mode as Roadkill.
Headless Mode
Complete Tournament mode as Taz.
Big Hands Mode
Complete Tournament mode as Jason.
Big Feet Mode
Complete Tournament mode as Balls Mahoney.
Fat Man Mode
Complete Tournament mode as Spike Dudley.
Hangman Mode
Complete Tournament mode as Sal E Graziano.
Ego Mode
Complete Tournament mode as Chris Chetti.
Custom Wrestler Textures
Complete Tournament mode as Tommy Dreamer.

FIGHTING FORCE 2

Select Level
Press ⇦, ⇧, X, ⇧, ⇨, Y at the 'Press Start' screen. If the code has been entered correctly, the screen will flash. When you start a new game, the list of levels will appear.
Fireworks
Complete the game and then enter the Options screen and choose the Fireworks option.

GTA2

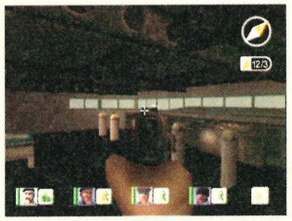
Get $500,000
Enter 'MUCHCASH' as a player name.
Access All Weapons
Enter 'BIGGUNS' as a player name.

HIDDEN & DANGEROUS

Ultimate Cheat
From the main menu, access the New Player screen and enter RVL as your player name, but don't confirm it – instead, leave it so that another flashing L appears in the fourth space of the name entry. Hit Start to clear the screen and then press B to go back to the main menu screen; if you've entered the code correctly, you'll see an option at the bottom that says ALLMISSIONS. Choose this to have access to any mission within the game – you can also hit Start to pause mid-game and then choose the Cheats option to access a number of other cheats such as Invincibility and Infinite Ammo.

HYDRO THUNDER

All Tracks In Two-Player Mode
To unlock the secret tracks you must win every race in two-player mode – you will eventually manage to unlock



all the tracks and all the boats.

Race In A Fishing Boat

Not satisfied with all the boats on offer? Well, to play as a Fishing Boat you must first unlock all the hidden tracks. Then, when at the Boat Selection screen, highlight Thresher and then hold L + R buttons and press View twice. Then select Chumdinger and you will race in a fishing boat.

Turbo Start

To get a turbo start, hold the L button while the game is loading. As the number three disappears, release it and then hold the R button. As the number two fades, reverse the process (ie release the R button and hold the L one). As the number one fades, repeat step one (ie release L button and hold R).

Bonus Track

If you think you've finished all the tracks, then think again. Before starting a game, go to the Options menu and highlight Back. Then press ⇧, ⇧, ⇩, ⇧, ⇩, ⇩, Start and you will open a new track.

INCOMING

Cheat Mode

To access the Cheat mode, and therefore the key to certain success, all you have to do is press ⇧, ⇩, ⇦, ⇨, X, ⇧, ⇩, ⇦, ⇨, Y at the main menu and all of a sudden it will display a Cheat menu with options that include Level Select, Infinite Lives, Infinite Shields and loads more!

JIMMY WHITE'S 2: CUEBALL

Cheat Mode

To access the Cheat mode, enter the snooker hall and use the Explore mode to zoom in on the single stool to the left of the table – this will take you into a mouse hole. Now look around the hole until you see the message 'Cheats Activated' and this will allow you to play against all the players.

JOJO'S BIZARRE ADVENTURE

Unlock Kid Mode (Jojo)

To be able to play the characters appearing as kids, you need to defeat more than 15 characters in Survival mode, thereby unlocking the mode.

Fight As Young Joseph (Jojo)

Complete Arcade mode with Joseph to unlock young Joseph.

Fight As Dio (Jojo)

To unlock Dio, complete Arcade mode with Jotaro.

Fight As Evil Dio (Jojo)

To unlock Evil Dio, complete Arcade mode with Dio.

Access Alessi Mode (Heritage)

To unlock Alessi mode, complete the Arcade mode with Alessi.

Fight As Young Joseph (Heritage)

To play as young Joseph in Heritage For The Future, complete the Challenge mode with Joseph.

Fight As Evil Dio (Heritage)

To play as Evil Dio in Heritage For The Future, complete the Challenge mode with Dio.

Fight As Lover Soul (Heritage)

To play as Lover Soul in Heritage For The Future, complete Challenge mode with Jotaro.

Fight As Alternate Holhorse (Heritage)

To play as an alternate Holhorse, complete the Challenge mode with Holhorse.

Fight As Alternate Kakyouin (Heritage)

To play as an alternate Kakyouin, you must complete Challenge mode with Kakyouin.

Fight As Kam (Heritage)

To play as Kam in Heritage For The Future, you must complete Challenge mode with Anubis Nitoutruu Polunaref.

LEGACY OF KAIN: SOUL REAVER

Gain All Abilities

To gain the ability to pass through shut gates, climb walls, fire force projectiles, swim and have the Soul Reaver pause the game and then hold L or R and press ⇧ x2, ⇩, ⇨ x2, ⇦, B, ⇨, ⇦, ⇩.

Refill Health

To recharge your health pause the game, hold L or R and press ⇩, B, ⇧, ⇦, ⇧, ⇦.

Regain Maximum Health

To regain full health pause the game, hold L or R and press ⇨, B, ⇩, ⇧, ⇩, ⇧.

Upgrade Health To Next Level

To upgrade your health to the next level pause the game, hold L or R and press ⇨, A, ⇦, Y, ⇧, ⇩.

Recharge Magic

To recharge your magic, pause the game, hold L or R and press ⇨ x2, ⇦, Y, ⇨, ⇩.

Maximum Magic

To gain maximum magic, pause the game, hold L or R and press Y, ⇨, ⇩, ⇨, ⇧, Y, ⇦.

Pass Through Barriers

To have the ability to pass through barriers, pause the game, hold L or R and press ⇩, B x2, ⇦, ⇨, Y, ⇧.

Wall Climbing

To have the ability to climb walls, pause the game, hold L or R and press Y, ⇩, X, ⇨, ⇧, ⇩.

Hurt Raziel

To be able to hurt Raziel, pause the game, hold L or R and press ⇦, B, ⇧ x2, ⇩.

Gain Soul Reaver

To get the Soul Reaver, pause the game, hold L or R and press ⇩, Y, X, ⇨ x2, ⇩ x2, ⇦, Y, ⇩.

Gain Aerial Reaver

To get the Aerial Reaver, pause the game, hold L or R and press A, ⇨, ⇧ x2, Y, ⇦ x2, ⇨, ⇧.

Gain Kain Reaver

To get the Kain Reaver pause the game, hold L or R and press A, B, ⇨, Y, ⇦ x2, ⇦, ⇧.

Gain Fire Reaver

To get the Fire Reaver pause the game, hold L or R and press ⇩, ⇧, ⇨, ⇧, ⇩, ⇦, B, ⇨, ⇩.

Make Fire Reaver

To make the Fire Reaver pause the game, hold L or R and press Y, ⇨, ⇩, B, ⇧.

Cast Force Glyph

To cast a force glyph pause the game, hold L or R and press ⇩, ⇦, Y, ⇩, ⇧.

Cast Stone Glyph

To cast a stone glyph pause the game, hold L or R and press ⇩, B, ⇧, ⇦, ⇩, ⇨ x2.

Cast Sound Glyph

To cast a Sound Glyph pause the game, hold L or R and press ⇨ x2, ⇩, B, ⇧ x2, ⇩.

Cast Water Glyph

To cast a Water Glyph pause the game, hold L or R and press ⇩, B, ⇧, ⇩, ⇨.

Cast Fire Glyph

To cast a Fire Glyph pause the game, hold L or R and press ⇧ x2, ⇨, ⇧, Y, X, ⇨.

Cast Sunlight Glyph

To cast a Sunlight Glyph pause the game, hold L or R and press ⇦, B, ⇦, ⇨ x2, ⇧ x2, ⇦.

MARVEL VS CAPCOM

Play As Lilith

To play as Lilith, highlight Zangief at the Character Selection screen and then press ⇦ x2, ⇩ x2, ⇨ x2, ⇧ x2, ⇩ x4, ⇦ x2, ⇧ x4, ⇨, ⇦, ⇩ x4, ⇨ x2, ⇧ x4, ⇦ x2, ⇩ x4, ⇨, ⇩. Lilith will then appear below War Machine.

Play As Roll

To play as Roll, highlight Zangief at the Character Selection screen and then press ⇦ x2, ⇩ x2, ⇨ x2, ⇩ x2, ⇦ x2, ⇧, ⇨, ⇧ x2, ⇨ x2. Roll will then appear for selection to the right of Mega Man.

Play As Gold War Machine

To play as Gold War Machine, highlight Zangief at the Character Selection screen, then press ⇦ x4, ⇩ x2, ⇨ x2, ⇩ x2, ⇦ x2, ⇧ x4, ⇨ x2, ⇦ x2, ⇩ x4, ⇨ x2, ⇧ x2, ⇦ x2, ⇩ x2, ⇨ x2, ⇧ x5. Gold War Machine will then appear above Zangief.

Play As Shadow Lady

To play as Shadow Lady highlight Morrigan at the Character Selection screen, then press ⇧, ⇨ x2, ⇩ x4, ⇦ x2, ⇧ x4, ⇨ x2, ⇦ x2, ⇩ x2, ⇨ x2, ⇩ x2, ⇦ x2, ⇧ x2, ⇨ x2, ⇧ x2, ⇦ x2, ⇩ x5. Shadow Lady will then appear for selection below Gambit.

Play As Red Venom

To play as Red Venom highlight Chun-Li at the Character Selection screen and then press ⇨, ⇩ x4, ⇦, ⇧ x4, ⇨ x2, ⇩ x2, ⇦ x2, ⇩ x2, ⇨ x2, ⇧ x4, ⇦ x2, ⇧. Red Venom will then appear for selection above Chun Li.

Play As Orange Hulk

To play as the Orange Hulk highlight Chun-Li at the Character Selection screen and then press ⇨ x2, ⇩ x2, ⇦ x2, ⇨ x2, ⇩ x2, ⇦ x2, ⇧ x4, ⇩ x2, ⇨ x2, ⇧ x2, ⇩ x4, ⇧ x4, ⇦, ⇧. Orange Hulk will then appear for selection above Ryu.

Akuma's Move

Playing as Ryu, when facing right press ⇩ ↙ ⇦ + Fierce Punch to do one of Akuma's moves (if facing left, press ⇩ ↘ ⇨ + Fierce Punch). Note: You must also have reached at least Level 1 on your hyper-combo bar.

Ken's Move

Playing as Ryu, when facing right press ⇩ ↙ ⇦ + Medium Punch to do one of Ken's moves (if facing left, press ⇩ ↘ ⇨ + Medium Punch.

Play As Onslaught

To play as Onslaught you must unlock all the hidden characters and then the Onslaught option will appear in the game menu.

Full Pause Screen

Pause, then hold Y and press X.

Select A Special Partner

To select your special partner before the Special Partner screen actually appears, hold the corresponding buttons and your special partner will be chosen.

Unknown Soldier.....Hold Start + Weak Punch
Lou .....Hold Start + Medium Punch
Arthur.....Hold Start + Weak Punch + Medium Punch
Saki .....Hold Start + High Punch
Ton-Pooh .....Hold Start + Weak Punch + High Punch
Devilot.....Hold Start + Medium Punch
Anita .....Hold Start + Weak Punch + Medium Punch + High Punch
Pure and Fur .....Hold Start + Weak Kick
Michelle Heart.....Hold Start + Weak Punch + Weak Kick
Mighty Thor.....Hold Start + Weak Kick + Medium Punch
Cyclops .....Hold Start + Weak Punch + Weak Kick + Medium Punch
Magneto .....Hold Start + Weak Kick + High Punch
Storm .....Hold Start + Weak Punch + Weak Kick + High Punch
Jubilee .....Hold Start + Weak Kick + Medium Punch + High Punch
Rogue.....Hold Start + Weak Punch + Weak Kick + Medium Punch + High Punch
Psylocke.....Hold Start + Medium Kick
Juggernaut.....Hold Start + Weak Punch + Medium Kick
Iceman.....Hold Start + Medium Punch + Medium Kick
Colossus .....Hold Start + Weak Punch + Medium Punch + Medium Kick
US Agent .....Hold Start + High Punch + Medium Kick
Shadow .....Hold Start + Weak Punch + Medium Kick + High Punch
Sentinel .....Hold Start + Medium Punch + Medium Kick + High Punch

MARVEL VS CAPCOM 2

Switch Character Order

When you pick your three characters

continued>

databurst

continued

at the start of the game, you don't have to keep them in the same order. If you want a character other than your first selection to begin a fight, you can do it – just hold down the L button before a fight to start with your second fighter or the R button to begin with the third character.

Alternate Costumes
In order to change the costume of your chosen character go to the Character Selection screen, then highlight a fighter and press A or Y rather than X. Remember that you won't be able to change costumes if you haven't actually bought them for that character!

Cheaper Hidden Characters
Don't like the price that a hidden character you want to buy is offered at? The prices change every time you visit the shop – just keep exiting and entering the Shop screen until the price of any hidden characters is slightly more reasonable.

MDK2

Kurt Wearing Boxers
Hold L + R and press X x2, Y, X at the main menu.

Indy 500 Camera View
Pause the game and hold L + R and press B, A, B, A.

Slow Motion Mode
While playing as Max, hold R and press ⇧ x4.

Full Pause Screen
Pause the game and press X + Y.

Hidden Artwork And Sounds
Place the game disc in a PC compatible CD-ROM drive to find images and sounds from the game.

MILLENNIUM SOLDIER: EXPENDABLE

Shield
⇧, ⇩, ⇦, ⇨, X, ⇧, ⇩, ⇦, ⇨, Y

Level Skip
Y x2, X x2, L, R, ⇩ x2, ⇧ x2

Grenades
⇩ x5, ⇧ x4, R

Lives
A, B, X, Y, L, R, ⇧, ⇩, ⇦, ⇨

Credits
A, B, ⇦, A, B, ⇨, B, A, ⇩, R

Easter Egg
L, ⇦, R, ⇨, X x2, ⇩ x2, R, L

Game Won
L, R, ⇦, L, R, ⇦, ⇨, ⇦, ⇨, Y, X

Level Select
⇧, ⇩, ⇧, ⇩, ⇧, ⇩, ⇦, ⇨ x2, Y

MORTAL KOMBAT GOLD

Access Cheat Menu
At the Start screen quickly press ⇧ twice, ⇩ twice, ⇦ twice and ⇨ twice. If the code is entered correctly, a laugh will be heard followed the word 'Outstanding'. Enter the Options screen, then press L+R and the Cheat menu will appear with various options to choose from.

Easy Endings – These will allow you to see a player's ending by only beating one character.

Fatal 1 – To enact a character's first fatality, simply press High Punch.

Fatal 2 – To enact a character's second fatality, simply press High Punch.

Pit Fatal – To enact the 'Pit Fatal', hold ⇩ and press High Punch.

Fight As Goro
To play as Goro. enable the Cheat menu and, at the Character Selection screen, select the hidden icon and hold L+R and press ⇧, ⇦, A.

Fight As Noob Saibot
To play as Noob Saibot enable the Cheat menu and at the Character Selection screen, select the hidden icon and hold L+R and press ⇧ x2, ⇦ x3, A.

Play As Sektor
To play as Sektor enable the Cheat menu and at the Character Selection screen, select the hidden icon and hold L+R and press ⇧ x4, ⇦ x4, A.

Alternate Costumes
Highlight a character and hold Start and any button to rotate them to reveal their second costume.

NBA2K

As with most American sports games, there are a whole host of cheat codes for *NBA2K*. Simply enter the following codes at the Code Selection screen, found in the Options menu, in order to get the corresponding cheat.

Access Bonus teams
To access three extra teams, enter 'DEVDUDES' as a code. The NBA2K, Sega Sports and Sega teams will then be unlocked and available to play on outdoor courts.

Play With Big Heads
To have your team play with big heads, enter 'FATHEAD' as a code.

Giant Sized Players
To play with giant sized players (and to make slamdunking even easier), enter 'MONSTER' as a code.

Miniature Players
To play with a team the size of The Borrowers, enter 'LITTLEGUY' as a code.

Access Fat Players
To have a team full of lardy boys, enter 'DOUGHBOY' as a code.

Play With 2-D Players
To play with a team made up of 2D (and wafer-thin) players, enter 'SQUISHY' as a code.

Play With Big Feet
Fed up with your size tens? Then to make your players' feet more like size 30s, enter 'BIGFOOT' as a code.

Play With Big Ball
To play with a bigger basketball, enter 'BEACHBOYS' as a code.

Suffering Coaches
To have your team's poor coach writhing around in agony on the sidelines, just enter 'COACHOUCH' as a code.

View Hidden Message
To see a message in the crowd reading 'Hi Mom, love your child', enter 'HIMOM' as a code.

NBA SHOWTIME: NBA ON NBC

Play Any Player On Any Team
To play any character, regardless of what team they're on, go to the Enter Initials screen and enter the first three letters of the team the player plays for and then enter his jersey number as the PIN.

Change Costumes
To see a player's alternative costumes when creating a player, press ⇧ or ⇩ and his clothes will change.

Play As Team Mascots
To play as a team mascot, enter any of the following names and corresponding PIN and you will unlock that mascot.

Team	Name	PIN
Atlanta Hawks	HAWK	0322
Charlotte Hornets	HORNET	1105
Chicago Bulls	BENNY	0503
Denver Nuggets	ROCKY	0201
Houston Rockets	TURBO	1111
Indiana Pacers	BOOMER	0604
Minnesota Timberwolves	CRUNCH	0503
New Jersey Nets	SLY	6765
Phoenix Suns	GORILA	0314
Seattle Sonics	SASQUA	7785
Toronto Raptors	RAPTOR	1020
Utah Jazz	BEAR	1228

Create-A-Player Characters
To play any of the following hidden players, enter their name and PIN number to unlock them.

Team	Name	PIN
Kerri the Female Player	KERRI	0220
Kerri in Alternate Uniform	KERRI	1111
Lia the Female Player	LIA	0712
Lia in Alternate Uniform	LIA	1111
Small Alien	SMALLS	0856
Large Alien	BIGGY	0958
Pinto Horse	PINTO	1966
White Horse	HORSE	1966
Nikko the Devil Dog	NIKKO	6666
Clown	CRISPY	2084
Pumpkin	JACKO	1031
Wizard	THEWIZ	1136
Referee	THEREF	7777
Retro Rob	RETRO	1970
Old Man	OLDMAN	2001

Play As Midway Staff

Midway Staff	Name	PIN
Mark Turmell	TURMEL	0322
Rob Gatson	GATSON	1111
Mark Guidarelli	GUIDO	6765
Dan Thompson	DANIEL	0604
Jeff Johson	JAPPLE	6660
Jason Skiles	JASON	3141
Sal DiVita	SAL	0201
Jennifer Hedrick	JENIFR	3333
Jennifer Hedrick	JENIFR	1111
Eugene Geer	E GEER	1105
Matt Gilmore	MATTG	1006
Tim Bryant	TIMMYB	3314
Jim Gentile	GENTIL	1228
John Root	ROOT	6000
Jon Hey	JONHEY	8823
Andy Eloff	ELOFF	2181
Mike Lynch	LYNCH	3333
Paulo Garcia	PAULO	0517
Brian LeBaron	GRINCH	0222
Alex Gilliam	LEX	0014
Jim Tianis	DIMI	0619
Dave Grossman	DAVE	1104
Tim Moran	TIMCRP	6666
Larry Wotman	STRAT	2112
Chris Skrundz	CMSVID	0000
Beth Smukowski	BETHAN	1111
Paul Martin	STENTR	0269

Unlock Other Players
To play as any of the following players, some of whom are sports commentators and announcers, enter the name and PIN at the Enter Initials screen.

Person	Name	PIN
Shawn Liptak	LIPTAK	0114
Isiah Thomas	THOMAS	1111
Tim Kitzrow	TIMK	7785
Willy Morris	WIL	0101
Greg Cutler	CUTLER	1111
Chad Edmunds	CHAD	0628

Access Hidden Courts
To access play on one of the following hidden courts, enter the denoted combination of buttons immediately after having selected a player at the Choose Team screen.

Court	Code
Team 1 (Left)	Hold ⇧ + Turbo
Team 2 (Right)	Hold ⇩ + Turbo
Street Court	Hold ⇦ + Turbo
Island Court	Hold ⇨ + Turbo
Midway Court	Hold ⇧ + Shoot + Pass
NBC Court	Hold ⇩ + Shoot + Pass

Access Cheat Codes
After you've chosen all your players etc and you are at the Tonight's Match Up screen, you can use the Turbo, Shoot and Pass buttons to change the symbols at the bottom of the screen and so activate the cheats. For example, for 'Fog On' (1-2-3 ⇧) you would press Turbo once, Shoot twice, Pass three times, and then press ⇧.

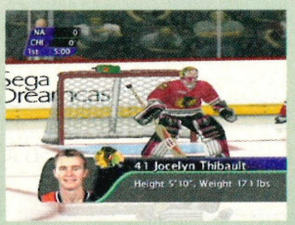
Cheat	Code
Show Shot %	0-0-1 ⇩
Tournament Mode (no power-ups)	1-1-1 ⇩
Show Hotspot	1-0-0 ⇩
No Hotspots [Note 1]	2-0-1 ⇧
Fog On [Note 2]	1-2-3 ⇧
Thick Fog On [Note 2]	1-2-3 ⇩
Swamp Fog On [Note 2]	1-2-3 ⇨
Night Fog On [Note 2]	1-2-3 ⇦
Snow On [Note 2]	1-2-1 ⇦
Blizzard On [Note 2]	1-3-1 ⇦
Rain On [Note 2]	1-4-1 ⇦
Big Head Mode	2-0-0 ⇨
No Replays	3-3-1 ⇦
Team Uniform [Note 1]	4-0-0 ⇨
Midway Uniform	4-0-1 ⇨
Home Uniform	4-1-0 ⇨
Away Uniform	4-2-0 ⇨
Alternate Uniform	4-3-0 ⇨

Note 1: Two-player agreement required.
Note 2: Only on outdoor courts.

NFL BLITZ 2000

Choose Plays Off-Screen
At the Play Selection screen move to the top left box and then press ⇧ twice. Your choice of play will then be hidden and chosen secretly on your VMU.

Access Hidden Players
To access hidden players enter one of the following player names and the PIN number when at 'Enter Names



For Record Keeping'.

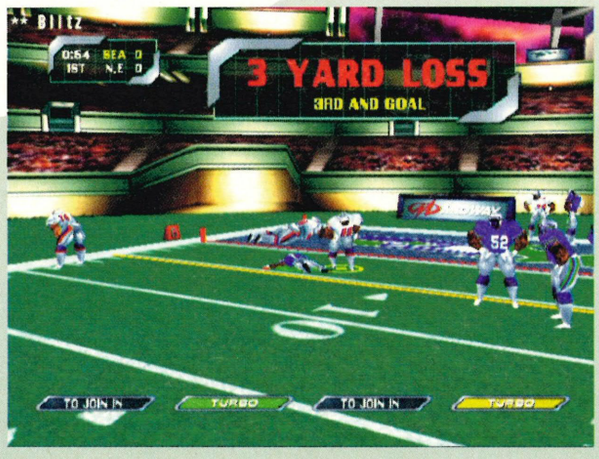
Cheat Codes

When at the Versus screen press Turbo, Jump and Pass and the icons below the helmets change. Depending on how many times the buttons are pushed, a different cheat will be activated. When the buttons have been pressed, press the indicated direction on the D-pad and, if the code has been entered correctly, you will hear a sound and see the name of the code appear. For example, if you want to activate Infinite Turbo press Turbo five times, Jump once and Pass four times before pressing ⇧. You can activate more than one cheat per game.

Cheat	Code
Infinite turbo	5-1-4 ⇧
Unlimited throwing distance	2-2-3 ⇨
Fast turbo running	0-3-2 ⇦
Power-up offense	3-1-2 ⇧
Power-up defence	4-2-1 ⇧
Power-up team-mates	2-3-3 ⇧
Power-up blockers	3-1-2 ⇦
Super blitzing	0-4-5 ⇧
Super field goals	1-2-3 ⇦
No interceptions	3-4-4 ⇧
No random fumbles	4-2-3 ⇩
No first downs	2-1-0 ⇧
No punting	1-5-1 ⇧
Allow stepping out of bounds	2-1-1 ⇦
Fast passes	2-5-0 ⇦
Late hits	0-1-0 ⇧
Show field goal %	0-0-1 ⇩
Hide receiver name	1-0-2 ⇨
Invisible	4-3-3 ⇧
Red, white and blue football	3-2-3 ⇦
Big football	0-5-0 ⇨
Big head	2-0-0 ⇨
Huge head	0-4-0 ⇧
No head	3-2-1 ⇦
Headless team	1-2-3 ⇨
Team big heads	2-0-3 ⇨
No play selection [Note 1]	1-1-5 ⇦
Show more field [Note 1]	0-2-1 ⇨
No CPU assistance [Note 1]	0-1-2 ⇩
Power-up speed [Note 1]	4-0-4 ⇦
Hyper blitz [Note 1]	5-5-5 ⇧
Smart CPU opponent [Note 2]	3-1-4 ⇩
Deranged Blitz mode [Note 2]	2-1-2 ⇩
Ultra Hard mode [Note 2]	3-2-3 ⇧
Super Passing mode [Note 3]	4-2-3 ⇨
Super Blitz mode [Note 3]	4-4-4 ⇧
Tournament mode [Note 3]	1-1-1 ⇩
Always quarterback [Note 4]	2-2-2 ⇦
Weather: clear	2-1-2 ⇦
Weather: muddy	5-2-5 ⇩
Weather: rain	5-5-5 ⇨
Arizona Cardinals playbook	1-0-1 ⇦
Atlanta Falcons playbook	1-0-2 ⇦
Baltimore Ravens playbook	1-0-3 ⇦
Buffalo Bills playbook	1-0-4 ⇦
Carolina Panthers playbook	1-0-5 ⇦
Chicago Bears playbook	1-1-0 ⇦
Cincinnati Bengals playbook	1-1-2 ⇦
Cleveland Browns playbook	1-1-3 ⇦
Dallas Cowboys playbook	1-1-4 ⇦
Denver Broncos playbook	1-1-5 ⇨
Detroit Lions playbook	1-2-1 ⇦
Green Bay Packers playbook	1-2-2 ⇦
Indianapolis Colts playbook	1-2-3 ⇧
Jacksonville Jaguars playbook	1-2-4 ⇦
Kansas City Chiefs playbook	1-2-5 ⇦
Miami Dolphins playbook	1-3-1 ⇦
Minnesota Vikings playbook	1-3-2 ⇦
New England Patriots playbook	1-3-3 ⇦
New Orleans Saints playbook	1-3-4 ⇦
New York Giants playbook	1-3-5 ⇦
New York Jets playbook	1-4-1 ⇦
Oakland Raiders playbook	1-4-2 ⇦
Philadelphia Eagles playbook	1-4-3 ⇦
Pittsburgh Steelers playbook	1-4-4 ⇦
San Diego Chargers playbook	1-4-5 ⇦
San Francisco 49ers playbook	1-5-1 ⇦
Seattle Seahawks playbook	1-5-2 ⇦
St. Louis Rams playbook	1-5-3 ⇦
Tampa Bay Buccaneers book	1-5-4 ⇦
Tennessee Titans playbook	1-5-5 ⇦
Washington Redskins book	2-0-1 ⇦

Note 1 – Two-player agreement required.
Note 2 – Only in one-player game.
Note 3 – Only in two-player game.
Note 4 – Two human teammates required.

Name	PIN
ALEC	1197
ALIEN	1111
AOB	1111
AUBREY	7777
AZPOD	4777
BOXER	2111
BRAIN	1111
BRIAN	2221
CALEB	0996
CURTIS	1111
DANIEL	0604
DAVID	3333
DINO	1111
EDDIE	3333
FORDEN	1111
FRANZ	1010
GENTIL	1111
GRINCH	0222
GRINCH	2220
GUIDO	2222
GUMBY	8698
JAPPLE	6660
JASON	3141
JEFF	1111
JOVE	6644
LEX	7777
LT	7777
LUIS	3333
MOOSE	1111
MXV	1014
NATHAN	0515
NICO	4440
PIRATE	1111
PUNKB	2112
PUNKR	1221
RAIDEN	3691
RALPH	1111
RANDU	6666
ROOT	6000
SAD	1111
SHINOK	8337
SHRUNK	6666
SKULL	1111
SMILE	1111
THUG	1111
TREX	1111
TURMEL	0322
WHODAT	1844



NHL2K

Play As Programmer Team

Hold L+R and press B x2, and X on controller 4 at the 'Black Box' logo.

Big Head Mode

Hold L+R and press B, A, B, Y on controller 4 at the 'Black Box' logo. If done correctly the words 'Oh Black Box Baby' will be spoken.

Wayne Gretzkey Message

Enter 'Wayne Gretzkey' as a name in the Create a Player option to see the message 'Thanks For The Memories'.

Dale Hunter Image

Enter 'Dale Hunter' as a name in the Create a Player option to see his picture in the Edit Lines menu.

Marty Reasoner Image

Enter 'Marty Reasoner' as a name in the Create a Player option to see his picture in the Edit Lines menu.

Ron Hextall Image

Enter 'Ron Hextall' as a name in the Create a Player option to see his picture in the Edit Lines menu.

Tony Twist Image

Enter 'Tony Twist' as a name in the Create a Player option to see his picture in the Edit Lines menu.

Other Players

Enter any person that retired during the 1998–1999 season in the Create a Player option to see his picture in the Edit Lines menu.

Programmer Images

Enter any of the names from the development team that are listed in the instruction manual in the Create a Player option and the picture of the corresponding person will appear in the Edit Lines menu.

NIGHTMARE CREATURES II

Cheat Menu

At any point during the game, press Start to pause it, then hold down L + R. Now press ⇦, B, X, ⇦, B, X, ⇦, B, X, A, X to bring up a Cheat menu, from which you can turn a variety of cheat options on and off.

Level Select

On the main menu screen, move the cursor down so that 'Options' is highlighted. Now hold B for three seconds, press Y, A, X, B, hold X for one second, then press B. If you've done it correctly (and it is quite tough), a Level Select menu will appear on the screen.

Full Health

If you're running a bit low on energy during the game, hold down B + X + Y simultaneously to receive a boost of health.

PEN PEN

Play As Hanamizu

To play as the eighth comedy character, you must complete all the tracks while earning all silver medals.

Alternate Costumes

To unlock every costume of your character, you must finish in first place on all courses and course variations twice.

POWER STONE

The World Of Power Stone

Finishing the game with each character opens up a different page in the World Of Power Stone book (found in the Collection menu on the title screen). Each page contains a new option or item that can be used either in the game or on your VMS and is usually selected by highlighting the page and pressing the A button. Here is a selection of the new goodies that you can access...

New Fighting Items

The first four times you complete the game will open up the front four pages of the Power Stone book. These contain new items that will appear at random in the fighting arenas if you turn them on in the Options screen. In order of appearance, the items are an Extending Kendo Stick, a Gatling Gun, an Alien Ray Gun and a Shield – while carrying the shield you will be invincible to attacks but will be unable to attack yourself.

Virtual Mode

Complete the game as Kraken and the Virtual mode appears on page five of the book. This is a normal one-player game with the exception that it turns the whole fight into a first-person perspective, making winning that much tougher!

Dual Virtual Mode

This option appears on page six of the book when you complete the game with Valgas. It is similar to the one-player Virtual mode only it allows two people to play in a split-screen, first-person perspective fight!

Play As Valgas B

Complete the game on any difficulty level but without using a continue. Now check page 12 of the Power Stone book to be able to play as the super-powerful Valgas B that appears at the end of the game. Sadly, you can only use him in VS mode and even then only one of you can actually choose him per match – bummer!

Watch Endings

Each time you finish the game, a new character ending will be added to page 14 of the Power Stone book.

continued>

Choose this page to watch any of the endings for the characters that you've finished the game as.

Extra VMS Games

You will open up a new game that can be downloaded into your VMS when you complete the game for the fifth, sixth and seventh time. You will need a totally empty VMS to download the game into – playing these games will earn you points which can then be used to get more pages of the Power Stone book! In order of opening, the games are Fokker's Plane Chase, Ayame's Ninja Star Throw and Gunrock's Slots.

POWER STONE 2

Secret Characters: Mel & Pride

If you complete the game with all the original characters in Adventure Mode, you'll then be able to play as two new secret characters. Mel is the lady from the shop, while Pride is Falcon's father.

Secret Stage 1: Item Shop

This secret stage is the Item Shop and it's very small. This isn't necessarily a bad thing as it makes for fast, frantic fun. There is a pole to swing on and a tree in the centre. The only way to get this stage is to complete the game with Mel (secret character – see above).

Secret Stage 2: Beam City

This stage is set on beams that run between various buildings. It's very easy to fall off, so jump carefully. This level tends to throw up a fair number of Power Stones, so most of the time you'll be either giving or receiving Power Fusion attacks. This stage is obtained by completing the game with Pride (secret character – see above).

Secret Stage 3: Desert

This is the stage that you play on when you go up against the Pharaoh Walker. It's just an open area of sand with some cactus plants of varying sizes. Get this stage by completing the game with the first set of characters.

Secret Stage 4: Blocks

Completing the game with all the characters (including the two secret ones) will open this stage. It consists of a pile of blocks with a number of poles and platforms.

RAINBOW SIX

Cheat	Button/Stick Combination
Avatar (Single Player) God	Analog-stick ⇧ + D-pad ⇩ + A
Team God	Analog-stick ⇦ + D-pad ⇩ + A
Heavy Breathing	Analog-stick ⇩ + D-pad ⇩ + A
Big Head	Analog-stick ⇧ + D-pad ⇩ + X
Mega Head	Analog-stick ⇦ + D-pad ⇩ + X
Polska (Change Faces)	Analog-stick ⇩ + D-pad ⇩ + X
Brains (Better Team AI)	Analog-stick ⇧ + D-pad ⇩ + Y
Stumpy (Short Team)	Analog-stick ⇦ + D-pad ⇩ + Y
Side Scroller (Stick Men)	Analog-stick ⇩ + D-pad ⇩ + Y
Victory (Impossible To Lose)	Analog-stick ⇧ + D-pad ⇩ + B
Clodhopper	Analog-stick ⇦ + D-pad ⇩ + B
Rudeness (Instant Death)	Analog-stick ⇩ + D-pad ⇩ + B

RAYMAN 2

Access Globox Disc

Hold L + R and press B x4.

Bonus Map

Press A, B, X, Y, X, Y before the 'Access Denied' message.

Kaleidoscope Textures

Press ⇩, A, ⇩, B, A, Y, X x2.

Rayman VM Icon

Press ⇧, X, Y, ⇩, Y, X, ⇦, ⇨.

Full Life

When playing a game, hit R repeatedly in a constant rhythm.

Full pause screen

Pause the game and press X + Y.

READY 2 RUMBLE BOXING

Two-Player Level Select

When playing in two-player mode, press the L shoulder button for the two-tier arena and the R shoulder button for the Championship arena. If you press the L + R buttons together, you'll get the gym!

Change The Cornerman's Voice

When you're on the Character Selection screen press the X button plus any direction on the D-pad to select different cornerman voices.

Outfit Change

There are different outfits for the boxers in the game. To access them press X + Y together when you select your character.

Hidden Leprechaun

You can play the game as a Leprechaun if you go to the Character Select screen and press X + L + R together.

Life Recover

When you look like you're out for the count, rotate the analogue joystick clockwise and your boxer will recover much faster.

Unlock Bronze Class

Enter your gym name as 'Rumble Power'.

Unlock Silver Class

Enter your gym name as 'Rumble Bumble'

Unlock Gold Class

Enter your gym name as 'Mosma!'.

Unlock Champ Class

Enter your name as 'Pod 5!'.

RESIDENT EVIL CODE: VERONICA

Battle Mode

Complete the game with any ranking and Battle mode will automatically be saved to the VMU, making it selectable at the main menu.

First-Person View

In Battle mode, pick up Alexia's sniper rifle once she drops it towards the end of Disc 1.

Play As Steve Burnside In Battle Mode

Get the Gold Lugers from the basement office in Disc 2. The right combination is red, green, blue, and brown. You can also unlock Steve Burnside by doing well with Chris in Battle mode.

Play As Albert Wesker In Battle Mode

Do well with Chris in Battle mode.

Play As Alternate Claire In Battle Mode

Do well with Claire in Battle mode.

Get Linear Launcher In Battle Mode

To Unlock the Linear Launcher get an A ranking with Chris, Steve Burnside, Albert Wesker and both versions of Claire in Battle mode.

Get Rocket Launcher

Get an A ranking in the normal game by completing it without saving and without using any first aid sprays, and no retries. Also save Steve from the Luger quickly, give the medicine to Rodrigo and complete the game with a time less than 4:30.

SEGA BASS FISHING

Bonus Practice Levels

To access more Practice levels complete Arcade mode once to unlock three new levels. To access the Palace level in Practice mode complete Lake Paradise in Consumer mode. To unlock the Falls level in Practice mode complete Lake Crystal in Consumer mode.

Change Lure Colour

To change the colour of your lure press ⇧ or ⇩ when you are in Consumer mode.

Sonic Lure

To gain the Sonic Lure, complete all five tournaments in Consumer mode.

Alternate Clothes And Boat Colour

To get some new clothes, and to change the colour of your boat, reach the final tournament in Original mode.

SEGA RALLY 2 (JAPANESE VERSION)

Extra Vehicles

There are loads of cars available at the start of the game, but the further you get into the championship, the more vehicles you'll get to drive about in. Check out the list to see how to earn these little beauties!

Name of car	What to do to get it
Subaru Impressa 555	Finish 1st in the 1st Year of Championship mode
Mitsubishi Lancer EVO 4	Finish 1st in the 2nd Year of Championship mode
Toyota Celica GT-Four ST-185	Finish 1st in the 3rd year of Championship mode
Mitsubishi Lancer EVO 3	Finish 1st in the 4th year of Championship mode
Peugeot 106 Maxi	Finish 1st in the 5th year of Championship mode
Lancia Delta Integrale	Finish 1st in the 6th year of Championship mode
Fiat 131 Abarth	Finish 1st in the 7th year of Championship mode
Peugeot 205 Turbo	Finish 1st in the 8th year of Championship mode
Renault Alpine A110	Finish 1st in the 9th year of Championship mode
Lancia 037 Rally	Finish 1st in the 10th year of Championship mode

Secret Track

If you manage to finish in first place in all ten years of Championship mode, you can race one last time on the super-secret course.

Access All Cars

Go to the title screen and press ⇧, ⇩, ⇧, B, A, ⇦, B x2, ⇩ (using the D-pad, NOT the Analogue Stick) to open up all the cars without playing through the game.

Access All Tracks

Go to the title screen and press ⇧, ⇦, ⇩, ⇨, B, A, B, ⇨, ⇩. This will open up all of the tracks in the Championship mode.

SLAVE ZERO

Invincibility

To become invincible press L+R+B on controller 2 while playing in single-player mode.

Gain Full Health And Ammunition

To recharge your health and get a full complement of ammunition, press L+R+X on controller 2 while playing in single-player mode.

Toggle Enemy AI

To throw the enemy into confusion, press L+R+A on controller 2 while playing in single-player mode.

SONIC ADVENTURE

Chaos And Your VM

One of the most interesting things about *Sonic Adventure* are the Chao, the little creatures you can breed, manipulate and download to your VM to take away with you! The important thing to remember is that if you want a top-rating Chao, you'll need to do nurture and love him. Are you ready for some hand-held fun? Then follow us as we take you through the basic ins and outs of Chao raising, VM style...

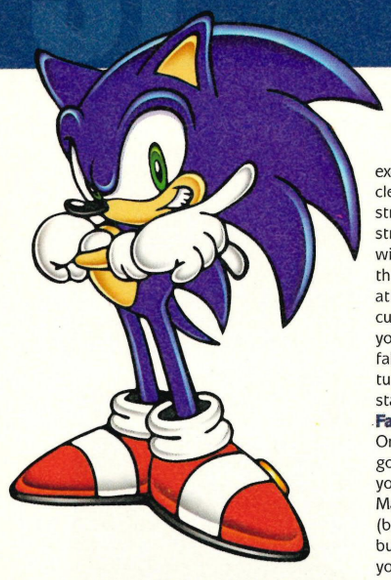
Put It In, Take It Out

The first thing you'll need to know is how to actually download your Chao into a VM. This is done through the Chao Gardens and, if you follow these simple steps, you'll have a miniature version of the Chao in no time at all.

1. Make sure that you've got a VM inserted into the pad of your Dreamcast that has over 128 blocks of memory spare on it – that's virtually the whole thing! If there isn't enough room, you won't be able to put a Chao onto the VM, so you may have to delete some files in order to fit him in.
2. Choose the Chao you want to place inside the VM and pick him up with the Y button. Carry him over to the strange controller-shaped pedestal placed inside the Chao Garden and stand on the large red button at the front. Now place your Chao down so that it sits on the small trapdoor in front of you.
3. A screen will come up with the list of VM units that you can place the Chao into – you will have a choice if more than one VM is inserted into any of the Dreamcast pads. Select the VM that you'd like to play with your Chao in and press the A button.
4. After a brief period, the Chao will disappear into the controller and reappear on your VM – the controller pedestal will signal 'OK!' to show that the transfer worked. You can now take out the VM and play with your Chao to your heart's content!
5. Removing a Chao is a similar process – stand on the button of the pedestal without placing a Chao on the trapdoor and a list of removable Chao will appear if any exist. Simply choose the Chao you want to remove and then he will appear in front of you shortly. Remember that this is the only way to get rid of Chao information from a VM unit as it cannot be deleted by conventional means.

Work, Rest And Play

Once you've placed the Chao in your VMS, it's time to start it on its quest! The object of the game is to help your Chao develop its abilities as it makes its way along a route of quest stages – there are 15 in total to choose from but only five are used in



each quest. Each stage requires your Chao to have a particular ability – however, being proficient in that ability doesn't mean the stage will end any sooner. Along some of the routes, it'll even get to meet one of Sonic's friends, or maybe the blue wonder himself!

Be My Guide

To start your Chao off on its quest, get your VM into Game mode by pressing the Mode button until an 'Ace of Spades' appears and then hit the A button. Once the title screen appears, press the A + B buttons together and you're off on the adventure of a lifetime (for the Chao, anyway). Most of the time, you can pretty much leave it to its own devices as it walks along but at certain points you'll need to help it out of a situation – a noise will tell you that you have to do something. Here's a guide to what might happen to your little buddy...

1. If your Chao simply stops walking, sits on a beach ball, falls asleep or gets scared by something on his travels, it just needs a little encouragement to help it along. Press the A button to get it moving again.
2. If it finds a chest along the way, you'll have to make a choice out of the three boxes to decide what he gets out of it. It could be good, it could be bad – until you make the choice, you just won't know!
3. A message may appear on the screen telling you that your Chao is happy, has done well at something in particular or is developing properly. To get past these, just press the A button until it disappears.
4. A picture of a Chao standing at a signpost means that is has reached the end of its current quest stage and must now choose a direction to go in. You can either make the choice for yourself from the two options on the screen or let the Chao choose for itself... although it may sometimes make the wrong choice!
5. If a large '?!' symbol appears on the screen, it's time for a fight! When the fight begins, there will be a row of boxes along the bottom of the screen with the two fighting Chao above, as well as their relevant energy – your Chao is always on the right. The Chao swinging its fist is the one taking a turn to attack – if it's your man, you've got a chance to hit the other guy! All of the boxes will be blacked out with the exception of one – this number of clear boxes goes up according to the strength of the your Chao (if it has a strength of 200 or more, then there will be two clear boxes; 400 makes three boxes clear and so on). To attack you must stop the moving cursor over the clear box: get it and you'll score a hit, but miss and you'll fall flat on your face. Chao take it in turns to attack and the last one standing is the winner!

Fancy A Game Of Cards?

One of the sure-fire ways of getting goodies that you can use to boost your Chao abilities is to play the Fruit Matching game in the Quest menu (brought up by pressing the A button). When you start the game, you'll get a brief glimpse of a screen containing six pairs of fruit in various positions. The screen will then go blank and you'll have three chances to try and match up the pairs by remembering where each of the different fruit were. It takes a bit of practice but if you can remember a couple of the fruits that look similar, you won't get confused between them. The less times you get it wrong, the better the prize you get, but mess up three times and you won't get anything except one very disappointed Chao!

Fruit And Veg

The main way to build up the abilities of your Chao inside the VM is to feed it different kinds of fruit, collected through playing the Fruit Matching game, winning fights or opening chests. Each fruit gives the Chao a boost in a particular field and the more fruit you feed them, the better they become! Even better, any fruit left over after a quest is carried onto the next adventure and if you remove the Chao from the VM while it still owns fruit, then the fruit will pop out with it and you can then feed it to other Chao! To feed your Chao a fruit, bring up the Quest menu with the A button and then select the Items menu – this will give you a list of fruits available that you can give to your friend. Use our guide to the different fruits in the game to help work out exactly what you need to feed your babies to make up for the areas that they're lacking in! The stipulations tell you if you need to perform a special function to get the fruit – however, all fruit can be found randomly in chests as well.

Yellow Fruit
Ability Affected: Swimming (+4pts)
Stipulations On Getting Fruit: None

Purple Fruit
Ability Affected: Flying (+4pts)
Stipulations On Getting Fruit: None

Green Fruit
Ability Affected: Running (+4pts)
Stipulations On Getting Fruit: None

Red Fruit
Ability Affected: Strength (+4pts)
Stipulations On Getting Fruit: None

Haste Fruit
Ability Affected: Speeds you up through your current quest stage.
Stipulations On Getting Fruit: You need to achieve a perfect round when you are playing the Fruit Matching game.

Star Fruit
Ability Affected: Slows down cursor during your next fight.
Stipulations On Getting Fruit: Get a perfect round when playing the Fruit Matching game.

Chao Fruit
Ability Affected: All Abilities (+4pts).
Stipulations On Getting Fruit: Get a perfect round when playing the Fruit Matching game.

Heart Fruit
Ability Affected: Recovers all Health Points.
Stipulations On Getting Fruit: Get a perfect round when playing the Fruit Matching game.

Random Fruit
Ability Affected: Makes your Chao very unhappy.
Stipulations On Getting Fruit: Do something bad!

SOUL FIGHTER

Access Cheat Codes Screen
To access the screen that will allow you to enter the codes for the cheats press ⇦ on the D-pad + Y when the *Soul Fighter* logo appears on the screen. Then go to the Options menu and exit it. The next screen to appear will be the Cheat Code screen.

High Energy
To get high energy enter ABXXYA as a code.

All Weapons
To access all weapons enter XAAYBB as a code and you will instantly play with all weapons

Level Codes
To bypass levels enter the following codes.

Level 2 .....AABXYA
Level 3 .....XAYAAB
Level 4 .....YYBAXA
Level 5 .....BABXXY
Level 6.....XAXBYY
Level 7 .....ABXBYB
Level 8 .....YBBAXY
Level 9 .....BYAAXB
Level 10.....XABBAX
Level 11 .....YBYXAB
Level 12 .....XBAXBY

SOUTH PARK RALLY

Cheat Mode
Complete Championship mode without using any tokens to unlock all tracks, cars, skins, and other cheat options.

Random Checkpoints
Complete Championship mode.

Speech Test
Complete Championship mode.

Cheat Sheet
Win the Rally Days 1 race without collecting any pick-ups.

All Skins
Collect the three hidden pick-ups in the Valentine's Day race.

Race As Bebe
Lose the Cowdays race without collecting any health pick-ups.

Race As Big Gay Al
Win the Pink Lemonade race.

Race As Cartman Cop
Hit Chicken Lover five times with the salty balls in the Read-A-Book Day race.

Race As Damian
Win the New Year's Eve race and be the only racer to touch the millennium key.

Race As Death
Win the Halloween race after dropping off four candies at a time.

Race As Grandpa
Win the Halloween race.

Race As Ike
Collect the hidden pick-up on top of the airplane in the Memorial Day race.

Race As Jesus
Win the Christmas race.

Race As Mephisto
Win the Independence Day race.

Race As Mr Garrison
Activate all four checkpoints on the Rally Days 2 race.

Race As Mr Mackey
Win the Spring Cleaning race.

Race As Mrs Cartman
Drop off all lemonades without letting anyone else get to a checkpoint in the Pink Lemonade race.

Race As Ned
Collect 13 turbo pick-ups in the Independence Day race.

Race As Pip
Activate checkpoints one and four on the Rally Days 2 race.

Race As Satan
Win the New Year's Eve race.

Race As Scuzzlebutt
Find a Phillip Phart on the Easter Egg Hunt race. Then find the waterfall and Phart your way to the Golden Cow next to the waterfall.

Race As Sheila Broflovski
Collect the Pot Pie next to the building on the Easter Egg Hunt race.

Race As Shelly
Win the Valentine's Day race.

Race As Starvin Marvin
Lose the Thanksgiving race without collecting any turkeys.

Race As Terrance and Phillip
Collect the four hidden pick-ups in the Christmas race.

Race As Tweak
Collect five caffeine pick-ups in the Spring Cleaning race.

Race As Visitor
Collect the hidden pick-up above checkpoint one and the other pick-up that is between checkpoint four and the wood bridge in the Memorial Day race.

SPEED DEVILS

Access All Cars And All Tracks
Fed up of not having enough money to buy your dream car? Then fear not as you can access all tracks and all the cars. All you have to do is press B, ⇨, B, ⇨, ⇧, B, ⇧ when playing the game.

Infinite Nitros
To help you on your way to bust some speed guns, try using these infinite nitros. Press ⇩, ⇧, ⇩, ⇧, A, X, A whilst you are playing the game.

Gain Extra Money
Money makes the world go round, so to earn a few extra bob simply press A, ⇨, A, ⇨, ⇧, B, A as you're driving along and you'll be instantly richer.

STAR WARS EPISODE 1 RACER

Bonus Characters
Finish first place on the following tracks and you'll unlock the corresponding racer:

Racer	Track
Sebulba	Boonta Classic/Galactic
Aldar Beedo	Beedo's Wild Ride/Amateur
Ratts Tyerell	Howler Gorge/ Semi-pro
Mawhonic	Andobi Mountain Run/Galactic
	Slide Paramita AP
	Centrum/Invitational
Clegg Holdfast	Aquilaris Classic/Amateur
Bullseye Navior	Sunken City/ Semi-pro
Ark Bumpy Roose	Bumpy's Breakers/Semi-pro
Wan Sandage	Scrapper's Run/ Semi-pro
Bozzie Baranta	Abyss/Invitational
Neva Kee	Baroo Coast/Semi-pro
Ben Quadinaros	Inferno/Invitational
Teemto Pagalies	Mon Gazza Speedway/Amateur
Mars Guo	Spice Mine Run/Amateur
Boles Roor Zugga Challenge	Semi-pro
Fud Sang	Vengeance/Amateur
Toy Dampner	Executioner/Galactic

STREETFIGHTER III: DOUBLE IMPACT

Play As Yang
To play as Yang, highlight Yun and press any kick button when you are at the Character Selection screen.

Play As Akuma
Highlight Sean at the Character Selection screen and press ⇧.

Play As Gill
To play as Gill, complete either of the two games on any difficulty setting and then highlight Sean at the

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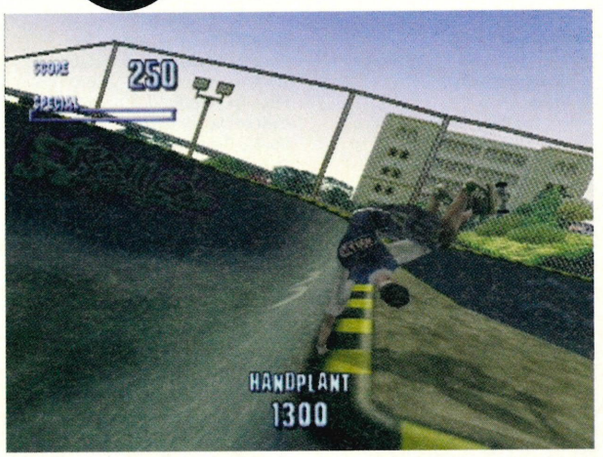
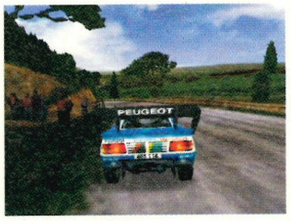




Character Selection screen and then press ⇧ x2.

Play As Shin Akuma

To play as Shin Akuma, reach the final boss in *SFIII: Second Impact* without losing any rounds, getting three perfects along the way. Then defeat Akuma with Super Arts or a Perfect and Shin Akuma will appear. Defeat him and he will be unlocked for you to play. Then, at the Character Selection screen, highlight Akuma, hold Start and press any kick or punch button.

Access Extra Options

To access extra options enter the Options screen on either game and hold L+R until you have entered the whole code. Highlight 'Game Option' and press ⇦ x2, X x2, ⇨ x2. Then highlight 'Button Config' and press ⇦ x2, Y x2, ⇨ x2. Next highlight 'Screen Adjust' and press ⇦ x2, X, Y, ⇨ x2. Finally highlight 'Sound' and press ⇦ x2, Y, X, ⇨ x2. If the codes have been entered correctly the 'Extra Options' should be unlocked.

Full Pause Screen

To get a full pause screen, pause the game and press X+Y

TONY HAWK'S SKATEBOARDING

Play As Officer Dick

To unlock Officer Dick collect all 30 tapes with any character in Career mode.

The Super Code/Private Carrera

Start a game (in any mode) using Officer Dick. Pause the game and hold the L trigger, then press Y, ⇧, Y, ⇧, B, ⇧, ⇦, Y. The screen will not shake like in all other codes. Quit the game and begin another one. In the Character Selection screen Officer Dick will be replaced by Private Carrera. If you try to restart a session, the game will freeze and you cannot unfreeze it.

Unlock Everything

Pause the game and hold the L trigger, then press B, ⇨, ⇧, ⇩, B, ⇨, ⇧, X, Y. This will give you 50 tapes with each character, all the videos, stages and boards.

Unlock All Levels

Pause the game and hold the L trigger then press Y, ⇨, ⇧, X, Y, ⇦, ⇧, X, Y. The stages will still appear unavailable. Go ahead and choose them anyway!

Skip To Restart

Pause the game and hold the L trigger then press X, B, A, ⇧, ⇩. This code will allow you to restart the level from various different areas.

Special Meter Always Full

Pause the game and hold the L trigger then press A, Y, B, ⇩, ⇧, ⇨. Now you can pull off those special moves whenever you like!

Slow Motion

Pause the game and hold the L trigger then press X, ⇦, ⇧, X, ⇦. Wow, just look at the Matrix-effect!

Big Head Mode

Pause the game and hold the L trigger then press X, B, ⇧, ⇦, ⇦.

Stats At 10

Pause the game and hold the L trigger then press X, Y, ⇧, ⇩. You'll be given max stats for your current skater.

Stats At 13

Pause the game and hold the L trigger then press A, X, X, Y, ⇧, ⇩. Now your skater will have stats over the max level!

Special Moves

You can only perform these moves when your characters's 'Special Meter' is flashing yellow.

Andrew Reynolds

Backflip ..... ⇧, ⇩, B
Heelflip Bluntslide ..... ⇩, ⇩, Y
Triple Kickflip ..... ⇦, ⇦, X

Bob Burnquist

One Footed Smith ..... ⇨, ⇨, Y
Backflip ..... ⇧, ⇩, B
Burntwist ..... ⇦, ⇧ + Y

Bucky Lasek

Fingerflip Airwalk ..... ⇦, ⇨, B
Varial Heelflip Judo ..... ⇩, ⇧, X
Kickflip McTwist ..... ⇦, ⇨, B

Chad Muska

Frontflip ..... ⇩, ⇧, B
360 Shove-It Rewind ..... ⇨, ⇨, X
One Footed 5-0 Thumpin' ..... ⇨, ⇩, Y

Elissa Steamer

Backflip ..... ⇧, ⇩, B
Judo Madonna ..... ⇦, ⇩, B
Primo Grind ..... ⇦, ⇦, Y

Geoff Rowley

Darkside Grind ..... ⇦, ⇨, Y
Backflip ..... ⇧, ⇩, B
Double Hardflip ..... ⇨, ⇩, X

Jamie Thomas

Frontflip ..... ⇩, ⇧, B
540 Flip ..... ⇦, ⇩, X
One Footed Nosegrind ..... ⇧, ⇧, Y

Kareem Campbell

Frontflip ..... ⇩, ⇧, B
Kickflip Underflip ..... ⇦, ⇨, X
Casper Slide ..... ⇧, ⇩, Y

Officer Dick

Yeeeehaw Frontflip ..... ⇩, ⇧, B
Assume The Position ..... ⇦, ⇦, B
Neckbreak Grind ..... ⇦, ⇨, Y

Private Carrera

The Well Hardflip ..... ⇨, ⇦, X
Somi Spin ..... ⇦, ⇩, B
Ho-Ho-Ho ..... ⇦, ⇧, Y

Rune Glifberg

Kickflip McTwist ..... ⇨, ⇨, B
Christ Air ..... ⇦, ⇨, B
Front Back Kickflip ..... ⇧, ⇩, X

Tony Hawk

360 Flip To Mute ..... ⇩, ⇨, X
540 Board Varial ..... ⇦, ⇦, X
Kickflip McTwist ..... ⇨, ⇨, B
The 900 ..... Get a lot of air and press ⇨, ⇩, B

TOY COMMANDER

Access All Rooms

To access all the rooms, and to have all missions unlocked, pause the game and then hold L and press A, Y, X, B, Y, X. You'll hear a note if entered correctly.

Switch Machine Gun

Pause the game, then hold L and press B, A, Y, X, A, B. You'll hear a note if entered correctly.

Fix Toy

Pause the game, then hold L and press A, X, B, Y, A, Y. You'll hear a note if entered correctly.

V-RALLY 2

All Cars & Tracks

If you don't want to play through the whole game to access everything, just go to the Options screen and choose Game Progression. Now press L, R, ⇦, ⇨, ⇦, ⇨, ⇧, ⇩, ⇧, ⇩, A, A, Start – once you've done that, you can highlight any empty box on the screen (extra cars, tracks and so on) and press A to fill it in. You can now choose any of them that you want!

VIGILANTE 8: SECOND OFFENSE

Password Screen

To access the Password screen, enter the Options screen and select 'Game Status'. Then highlight a character and press L+R and the Password screen should appear if the code has been entered correctly.

Rapid Fire

To remove any delay when shooting your weapons, enter 'RAPID_FIRE' as a password. You will have the advantage of rapid fire.

Super Missiles

To have access to super missiles which will inflict more damage, enter 'BLAST_FIRE' as the code.

Faster Cars

To make your chosen vehicle go faster, enter 'MORE_SPEED' as a password.

Heavier Cars

To increase the weight of your vehicle to prevent you being rammed over and to allow you to ram more effectively, enter 'GO_RAMMING' as a password.

Access Fast Action

To enable a random fast-action arcade feature, enter 'QUICK_PLAY' as a password.

Attract Enemies

To have three enemies to attack you all at once, enter 'UNDER_FIRE' as a password.

Access Slow Motion Mode

To make everything move in slow motion, enter 'GO_SLOW_MO' as a password.

Access No Enemies In Arcade Mode

To play the Arcade mode free of enemies, enter 'HOME_ALONE' as a password.

No Gravity

To reduce gravity in the game, enter 'NO_GRAVITY' as a password.

High Suspensions

To play with high suspension, enter 'JACK_IT_UP' as a password.

Big Wheels

To play with big wheels on your vehicle, enter 'GO_MONSTER' as a password.

No Wheel Attachment Icons

To prevent wheel attachment icons from appearing, enter 'DRIVE_ONLY' as a password.

View All End Sequences

To view all the end sequences of the characters together, enter the letters 'LONG_MOVIE' as a password.

Bonus Characters

To access the bonus characters within the game, you must complete all of the following missions so you can then unlock the corresponding character.

Lord Clyde

To play as Lord Clyde, you must complete all the missions in Quest mode with Nina Loco, Dallas 13 and Molo.

Obake

Complete all the missions in Quest mode with Lord Clyde.

Boogie

To play as Boogie, complete all missions in Quest mode with Obake.

Houston

To play as Houston, complete all missions in Quest mode with Sheila, The Flying All-Star Trio and John Torque.

Convoy

To play as Convoy, complete all missions in Quest mode with Houston.

Dave's Cultsmen

To play as Dave's Cultsmen, complete all missions in Quest mode with Convoy.

Chassey Blue

To play as Chassey Blue, complete all missions in Quest mode with Agent R. Chase, Garbage Man and Astronaut Bob O.

Padre Destino

To play as Padre Destino, complete all missions in Quest mode with Chassey Blue.

Dusty Earth

To play as Dusty Earth, complete all missions in Quest mode with Padre Destino.

Interceptor Missiles

Attack 1: ⇧, ⇧, ⇩, Machine Gun
Attack 2: ⇧, ⇧, ⇧, Machine Gun
Attack 3: ⇧, ⇧, ⇨, Machine Gun

Bull's Eye Rockets

Attack 1: ⇧, ⇩, ⇩, Machine Gun
Attack 2: ⇧, ⇩, ⇧, Machine Gun
Attack 3: ⇧, ⇩, ⇨, Machine Gun

Sky Hammer Mortar

Attack 1: ⇩, ⇩, ⇩, Machine Gun
Attack 2: ⇩, ⇩, ⇧, Machine Gun
Attack 3: ⇩, ⇩, ⇨, Machine Gun

Bruiser Cannon

Attack 1: ⇩, ⇧, ⇩, Machine Gun
Attack 2: ⇩, ⇧, ⇧, Machine Gun
Attack 3: ⇩, ⇧, ⇨, Machine Gun

Roadkill Mines

Attack 1: ⇦, ⇨, ⇩, Machine Gun
Attack 2: ⇦, ⇨, ⇧, Machine Gun
Attack 3: ⇦, ⇨, ⇨, Machine Gun

Brimstone Burner

Attack 1: ⇨, ⇦, ⇩, Machine Gun
Attack 2: ⇨, ⇦, ⇧, Machine Gun
Attack 3: ⇨, ⇦, ⇨, Machine Gun

VIRTUA FIGHTER 3TB

Fight Against The Name Entry Character

To make all the opponents you face turn into the fighting letter from the Name Entry screen, follow these instructions on the Character

Select screen:
• Highlight Akira and press Start.
• Move to and highlight Lau then press Start.
• Move to and highlight Pai, hold Start and press X.
• Now choose your character as normal and start fighting!

Play As The Name Entry Character
Turn the tables and face all of your opponents as the Name Entry Character yourself! Follow these instructions when on the Character Select screen:
• Highlight Akira and press Start.
• Move to and highlight Lion then press Start.
• Move to and highlight Pai then press Start.
• Choose the character you want to fight as and you'll be the fighting letter!

Play As Silver Dural
To take control of the silver robot girl at the end of the game, simply press Start + X + A simultaneously at the Character Selection screen.

Alternate Costumes
If you fancy a bit of a change in your character's dress sense, simply hold down the Start button and then select your fighter with the A button. They will now appear ready to fight in their alternate clothes.

Slow Motion Replay
If you want to savour the final moments of your last victory, just press and hold the Dodge button when you are at the KO screen, to watch the following replay in slow-motion.

VIRTUA STRIKER 2: VERSION 2000.1

Play As MVP Yuki Chan Team
To play as the MVP Yuki Chan team, highlight Yugoslavia at the Team Selection screen in Arcade mode and then press 'Start'. Then highlight USA and press 'Start' and do the same for both Korea and Italy. The new team should appear above Japan.

Play As MVP Royal Genki team
To play as the MVP Genki team, enable the code used to play as the MVP Yuki Chan team. Then highlight the MVP Yuki Chan team, hold 'Start' and press A. If done correctly, the word 'Rainbow' should be spoken.

FC Sega Team
To play as the FC Sega team, highlight France at the Team Selection screen in Arcade mode and then press 'Start'. Then highlight Chile and press 'Start' and do the same for South Africa, England, Germany and Argentina in that order. If this has been done correctly, then the FC Sega team will appear in the corner of the screen.

Change Uniforms
To change the uniforms of the players highlight a team and then hold X+Y and press A.

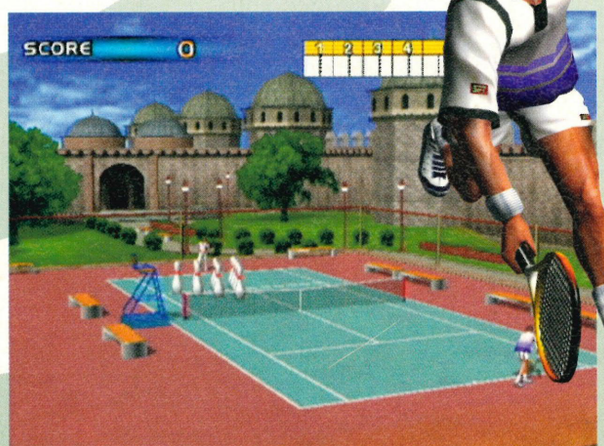
Access Bonus Teams
To access bonus teams, complete the Ranking mode with a high grade to unlock the team that was defeated in the finals.

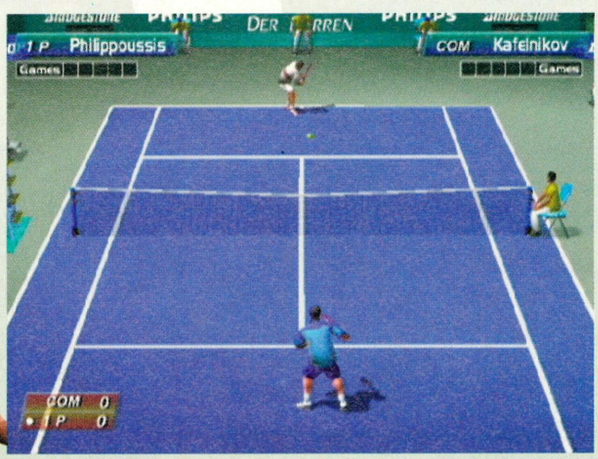
VIRTUA TENNIS

Play As Master
Ever wanted to play as the coach who stands at the other end of the court during the Training modes of the World Circuit? Well, now you can. To access Master, you've got to play through Arcade mode without losing a single game and finish the final round to become the champion. Once you've done that, you'll be challenged to a match by Master: if you can beat him, you'll be able to select him as a regular player. The easiest way to win is to set the match length to a single game – however, the difficulty has to be at least Normal or you won't get to play against him.

Play As King
To be able to play as the other secret tennis star, known as King, you need to complete one of two specific tasks. You can either play through World Circuit mode and complete EVERYTHING (all the Training modes and Trial matches on the highest levels) to unlock him, or you can beat him and the Master (after unlocking him – see above) at Doubles in Arcade mode without losing a game.

Access Special Costumes
There are several secret costumes hidden through the World Circuit mode that can't be bought through the normal shops – to get these, you'll have to do exceptionally well at the various Training modes. Depending on which one you're playing, you'll have to do certain tasks; for example, if there's a time limit then you'll need to complete the training with more than ten seconds left on the clock. The Bowling Training game requires you to get a perfect score (so you need to get seven strikes in a row) while the Return Ace and Target games require a certain score – usually above 4,000pts – to get the costume.





WACKY RACES

Cheat Codes
Drive into the signpost located in the middle of the main hub area to access the Options menu – choose the Cheats option and then enter any of the codes below to get the desired effect...

Unlock All Levels & Challenges:
WACKYGIVEAWAY
Unlock All Characters:
WACKYSPOILERS
Unlock All Racer Abilities:
BARGAINBASEMENT

WILD METAL

General Cheats

Skip Levels.....Press ⇧, ⇨, B, Y, ⇩, ⇦.
Invincibility .....Press Y, ⇨, B, ⇦, X, ⇩.
Regain Full Health .....Press ⇩ x2, A, X, B, X.
Access All Weapons .....Press A x2, ⇨, Y, A, ⇨.
Speed Boost .....Press ⇧, X, ⇩, B, A, Y.
Reveal All Token Locations ....Press Y, B, A, ⇦, ⇩ x2.
Friendly AI Units .....Press B, ⇩, A, ⇩, X, Y.

WORMS ARMAGEDDON

Unlock Bonus Scheme 1
To unlock Bonus Scheme 1 you must complete all of the training modes with at least a Bronze rank in multiplayer mode.

Access Cheat Mode
To access the following cheats you must complete the corresponding missions which you will then be able enable at the Weapons or Games Option screens.

Cheat	Object
Bleeding Worms	Gain gold medal in Basic Training mode
Aqua Sheep	Gain gold medal in Super Sheep Racing Training mode
Long-bow Power-Up	Gain gold medal in Euthanasia Training mode
Shotgun Power-Up	Gain gold medal in Rifle Range Training mode
Grenade Power-Up	Gain gold medal in Artillery Range Training mode
Sheep In Every Crate	Gain gold medal in Crazy Crates Training mode
Invincibility	Gain an elite rank in Deathmatch mode
Laser Sight	Succeed in Mission 4
Jetpack	Succeed in Mission 8
Walk Fast	Succeed in Mission 13
Invisibility	Succeed in Mission 16
Low Gravity	Succeed in Mission 20
Indestructible Environments	Succeed in Mission 25
Super Banana Bomb Power-Up	Succeed in Mission 33
Full Worm Game Options	Gain gold medals and elite ranks in every mode

WWF ATTITUDE

Career Mode Bonuses
To unlock the following bonuses and wrestlers, win the appropriate championship titles and pay-per-view events in Career mode with any wrestler on any setting.

European Title
If you win the European Championship you will unlock Sable, Marc Mero, Trainer as well as a Squeaky mode (when the wrestlers speak in a squeaky voice) and new customisations in the Create Wrestler mode.

Intercontinental Title
You will unlock Jacqueline and Chyna as well as Big Head mode and more points in the Create Wrestler mode if you win the Intercontinental Title.

WWF Heavyweight title
If you win this title you will unlock Head and two more modes of play – Beep mode and Ego mode. The Beep mode gives you the option to bleep out the foul language used by the wrestlers. The Ego mode makes the wrestlers' head grow when they gain momentum and then shrink when it decreases.

King Of The Ring Pay-Per-View
You will unlock Kurrgan and Taka Michinoku if you win this.

SummerSlam Pay-Per-View
You will unlock Sgt Slaughter and Shawn Michaels when you manage to win this title.

Royal Rumble Pay-Per-View
You will unlock Jerry Lawler and Paul Bearer if this is completed.

Reveal Wrestler's Moves
To find out the moves for any fighter enter the 'Create Wrestler' mode and select their move set before going to the edit option where their moves will be revealed. Otherwise you can press pause during a bout and go to the moves list which will tell you what moves you can do at that time.

Taunts
To taunt your opponent, hold Kick and Tie-up and then press ⇧, ⇦, ⇩, or ⇨.

ZOMBIE REVENGE

Access Cheat Mode
To access the Cheat mode, you must accumulate points on the VMU mini-games to unlock 'Eternal Life', 'Area Select', 'Free Continue' and 'Free Time Limit' as cheat options in Original mode.

Change Costumes
In order to change your character's costume, just highlight the character when you are at the Character Selection screen, then hold 'Start' and press B, X or Y.

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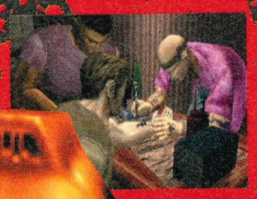

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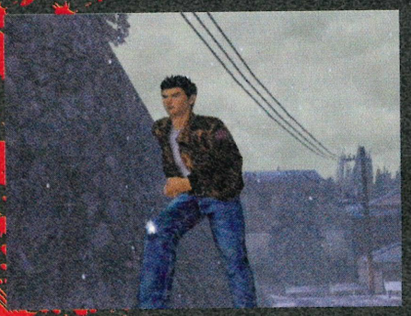

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